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A STUDY OF THE RECREATIONAL PROGRAMS  
IN THE SIXTY LEADING BAPTIST CHURCHES OF OKLAHOMA

By

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### NEEDS

As far as can be ascertained no such study has been made in the state on this subject. Books, magazines, and theses were perused by the writer in an effort to find similar material.

People who are prominent in Baptist church work at this time were contacted to determine if they had knowledge of any such information. They reported that as far as they knew there was not any, but that there was a need for it.

With the increase in leisure time on the part of young people as well as adults it would seem that there is a need for the churches to utilize this advantage and plan to sponsor an enlarged recreational program.

The findings of the questionnaires themselves revealed the need of the study by showing the desire on the part of the churches for better programs, leaders, facilities, and material.

Enclosed with the questionnaires in four cases were notes and letters from the pastors who expressed their belief that this study was needed.

### THE PURPOSE

The purpose of this study is to determine the type of recreational programs the sixty leading Baptist Churches of Oklahoma are sponsoring; to find out which nights of the week are most often used for recreational activities and the frequency of such activities; to discover if the present programs are considered adequate and, if inadequate, to find out the cause; to determine the number of recreational workers, paid and voluntary, in these churches; and to know if additional recreational material is desired.

### LIMITATIONS

It is believed that the approximate number taking part in these activities would have been useful information.

The writer is of the opinion that too few sports were listed for the pastors to check.

A blank space is deemed to have been advisable following the outlined pamphlet for the pastors to fill in with the titles of any desired material not listed.

### PROCEDURE

The technique used in this study was the questionnaire method. Since no published work on this subject was in evidence in the state previous to this time, it was believed that the questionnaire method was the best type available.

The names of the sixty leading Baptist churches of Oklahoma were procured from Mr. Robert Bazzell, State Secretary of the Sunday School, Baptist Training Union and Baptist Student Union work. Mr. Bazzell in his letter to the writer in regard to the selection of the sixty leading Baptist churches states: "They were chosen for two reasons: first, because of the size of the church's membership, and second, because of the aggressiveness promoted by each church."

These sixty churches are the First Baptist Churches of Ada, Altus, Ardmore, Bartlesville, Blackwell, Bowlegs, Bristow, Chickasha, Clinton, Cushing, Drumright, Duncan, Durant, Edmond, Elk City, El Reno, Enid, Erick, Frederick, Guthrie, Henryetta, Holdenville, Hollis, Hugo, Idabel, Lawton, Mangum, Marlow, McAlester, Miami, Muskogee, Norman, Oklahoma City,



Okmulgee, Pauls Valley, Pawhuska, Ponca City, Sayre, Sapulpa, Seminole, Shawnee, Stillwater, Sulphur, Tulsa, Wewoka, and Woodward; the Calvary Baptist Churches of Muskogee and Sulphur; the Immanuel Baptist Churches of Oklahoma City, Shawnee, and Tulsa; the Trinity Baptist Churches of Oklahoma City and Norman; and the following churches: Muskogee Central Baptist Church, the Oklahoma City Capitol Hill Baptist Church, the Oklahoma City Exchange Avenue Baptist Church, the Oklahoma City Kelham Avenue Baptist Church, the Oklahoma City Olivet Baptist Church, the Tulsa Nogales Avenue Baptist Church, and the Tulsa Phoenix Avenue Baptist Church.

Questionnaires were then sent to the pastors of these churches. The questionnaires were printed on stationery whose letterhead was that of the Physical Education Department of Oklahoma Baptist University, in which department the writer is an instructor.

In some few cases the pastors of the churches themselves were contacted and asked to check the questionnaires rather than to answer the ones sent to them through the mail as being a quicker and surer method.

Follow up letters and cards were necessarily sent to secure a better return on the questionnaires. Students in Oklahoma Baptist University whose fathers are pastors of these churches cooperated by writing to ask them to check the questionnaires. In some cases these letters were mailed with the questionnaires. In other cases they requested such in their personal letters home.

In the latter part of the study an attempt was made to select suitable recreational material to be sent to the churches who desire it.

EVALUATION

From the sixty questionnaires sent out, forty-eight were checked and returned. This was considered a high percentage since it gave an 80% return. The results obtained from the questionnaires were very gratifying and the percentage of replies highly satisfactory.

A copy of the questionnaire together with the accompanying letter which was sent to the sixty pastors appears below.

---

Dear Dr. \_\_\_\_\_

I am making a study of the Recreational Programs in the sixty leading Baptist Churches in Oklahoma. I will appreciate your cooperation in filling out and returning the following questionnaire, as I will base my further study upon the findings of this.

Thank you very much.

Sincerely yours,

Willa Belle Carter  
Director, Physical Ed. for Women  
Oklahoma Baptist University

# Questionnaire

Name of Church	Location	Church Membership
----------------	----------	-------------------

1. The present Recreational Program for the Young People (ages 17-20) in your Baptist Church consists of: (Please check the ones found in your program.)

- |                                      |   |   |
|--------------------------------------|---|---|
| <input type="checkbox"/> 1. Socials  | <input type="checkbox"/> 6. Hobby Classes     | <input type="checkbox"/> 11. Church Fairs |
| <input type="checkbox"/> 2. Parties  | <input type="checkbox"/> 7. Music Clubs       | <input type="checkbox"/> 12. Sports: Bas- |
| <input type="checkbox"/> 3. Suppers  | <input type="checkbox"/> 8. Dramatic Clubs    | ketball, Ten-                             |
| <input type="checkbox"/> 4. Banquets | <input type="checkbox"/> 9. Reading Clubs     | nis, Baseball,                            |
| <input type="checkbox"/> 5. Picnics  | <input type="checkbox"/> 10. Visual Education | Golf, etc.                                |

Others: \_\_\_\_\_

2. Social activities are usually held on what nights? How frequently during the month? \_\_\_\_\_

3. Do you consider your present program adequate to meet the needs of the Young People of your church? Yes \_\_\_\_\_ No \_\_\_\_\_  
(Please check one.)

4. If not, what additions would you like to make to your present set-up?

1. \_\_\_\_\_ 3. \_\_\_\_\_  
2. \_\_\_\_\_ 4. \_\_\_\_\_

5. If inadequate, to what do you attribute this? (Please check inadequacies.)

- |  |
|--|
| <input type="checkbox"/> 1. Lack of interest on part of older church members.  |
| <input type="checkbox"/> 2. Lack of interest on the part of the young members. |
| <input type="checkbox"/> 3. Lack of proper facilities.                         |
| <input type="checkbox"/> 4. Limited budget.                                    |
| <input type="checkbox"/> 5. Lack of source material available to workers.      |
| <input type="checkbox"/> 6. Lack of trained leaders.                           |
| <input type="checkbox"/> 7. Objections by various church members.              |

Others: \_\_\_\_\_

6. Are the Recreational Workers in your Church:

1. \_\_\_\_\_ 2. \_\_\_\_\_ 1. \_\_\_\_\_ 2. \_\_\_\_\_  
Paid Voluntary Approximate No. of each

7. Do you think that a pamphlet covering the following would aid you in sponsoring an enlarged Recreational Program in your Church? Yes \_\_\_\_\_ No \_\_\_\_\_

- |                                   |                                      |
|-----------------------------------|--------------------------------------|
| 1. Games for Parties and Socials. | 5. Tournament organization.          |
| 2. Stunts and Contests.           | 6. Hobbies                           |
| 3. Programs for banquets.         | 7. Club organization and management. |
| 4. Rules for organized sports.    |                                      |



## Recreational Activities for Young People in Oklahoma Baptist Churches

From the information received on the questionnaires, it is found that every one of the forty-eight churches sponsors socials. Only two of the churches do not sponsor parties. Thirty-eight of the forty-eight churches have suppers, and forty-three have banquets. All except two churches have picnics. It is in these five activities that the churches promote that they appear to agree most whole-heartedly.

The numbers participating in the rest of the activities which appear on the questionnaire are few with the exception of baseball, which has the support of twenty-one churches plus two others who have softball.

Three of the churches have instituted hobby classes. These three churches have a membership that is average in number in comparison with the others of the group of forty-eight.

Five churches have created music clubs, with four having dramatic clubs. One of the four who have dramatic clubs also has a music club. Two have started reading clubs, but neither of the two has either a dramatic club or a music club. These churches have a membership that is above average in number when compared with the membership of the entire forty-eight.

Visual education has found a place in two churches, while the church fair is an activity carried on in only one church.

Along the line of sports only four sports are listed on the questionnaire. These four are basketball, tennis, baseball, and golf. Sixteen of the churches promote basketball.



Twenty-three play the game of baseball, including the two who stated "softball". Ten churches have tennis and golf. These ten churches are also of the group who checked the other two sports, basketball and baseball.

Following this group of sports a blank space is left on the questionnaire for the pastors to list other activities which their churches sponsor along the recreational line. Thirty-seven of the forty-eight do not fill in this space with anything at all, but leave it blank. The other eleven, with the exception of one who list two additions, write down only one other activity.

The following activities are the ones that the churches have which do not appear on the questionnaire: skating parties sponsored by one church; fellowship after the Sunday evening church service in two churches; a drum and bugle corps in another church; a daily vacation Bible school for two weeks which allows forty-five minutes each day to recreational activities; an orchestra; ping pong; and an open forum. One pastor writes that his church sponsors more sports than are listed on the questionnaire, but he does not give what these sports are. Another pastor says that his church plans to introduce archery into its activity program.

In Table I the percentage of churches participating in various recreational activities are given. From this table and the information previously given it may be concluded that socials, picnics, and parties have a definite place in the recreational life of the young people of a church. Banquets and suppers are slightly less popular than the more active evening recreations. Sports have a sizeable following, with

the team sports in the lead. The clubs such as music, dramatic, reading, and hobby, as well as visual education, are in the minority among the various recreational activities. The church fair appears to be coming to be extinct.

TABLE I

Recreational Activities  
Engaged in by 48 Leading Baptist Churches of Oklahoma

Recreational Activity	% Churches Participating	Rank
Socials	100%	1
Parties	96%	1.5
Suppers	79%	4
Banquets	90%	3
Picnics	96%	1.5
Hobby Classes	6%	10
Music Club	10%	8
Dramatic Club	8%	9
Reading Club	4%	10.5
Visual Education	4%	10.5
Church Fair	2%	12
Sports:		
Basketball	33%	6
Tennis	21%	6.5
Baseball	48%	5
Golf	21%	6.5

Note: Percentages which averaged .5 or more were considered to be the next highest point; .5 or less, the next lowest point.

Days of the Week for Recreational Activities

As to the days of the week on which these activities take place, it is found that no one of the forty-eight churches definitely states that it uses Wednesday evening for any of the phases of recreation set down on the questionnaire. The two churches who have a fellowship meeting after the evening service on Sunday are the only two who use that day; however, one pastor states that almost any night of the week is used for recreational purposes in his church.

Fourteen pastors say that Mondays are often used. Nineteen churches use Tuesdays, eight of which also check Monday. Thursday is the day selected by sixteen. Five of these also check Monday and Tuesday. Friday is the selection made by the largest group for any one day in the week. Thirty-one check it. Only seven of the group use Saturday for recreational purposes. Three leave the space blank.

Some of the pastors check no certain days but write the following expressions. One says, "No stated time--when most convenient;" another, "No certain plan." Three state, "Irregular;" another, "Selected time." One writes, "No certain nights," and another, "When most convenient."

The pastor who writes that his church has a daily vacation Bible school for two weeks allows forty-five minutes each day in the week for recreation.

Inferences that may be drawn from the above statements are these: Wednesday evenings are not used for recreational purposes. This is thought to be due to the teachers' meetings and prayer meetings held in Baptist churches on Wednesday

evenings. Friday evenings are the most frequently used for the social activities of the church. Saturday evenings are seldom used for this purpose. A reason for this may be that due to an active church program on Sunday, Saturday evening activities might be thought to interfere. The results of the information also show that in many churches no definite plan for certain days of the week is used in the recreational program.

#### Frequency of Recreational Activities during the Month

The approximate frequency of these recreational programs is the next matter upon which information was desired. Twelve pastors leave this space blank. Four state that there is no definite plan as to the number of times during the month they have recreational programs, that it is irregular. One says that no certain frequency is observed.

Thirty-one do state a certain number of times during the month, and this frequency ranges from once every quarter to twelve times in a month. One says that his program includes one entertainment once a week in the summer and once a month in the winter.

Two churches have recreational programs once every quarter. One states that one or two nights a month are used for recreation. Ten churches have the plan of having one night for recreation; three have two nights a month; nine have four nights in a month; three have five nights; and one has twelve. From the information gathered concerning the frequency of recreational activities held during the month it would seem that the plans of once a month and once a week are followed by the greatest number of churches.



### Adequacy of Present Recreational Programs

When asked if they thought their recreational programs for their young people were adequate, thirty-one pastors answer they think them to be inadequate. Two state that they think their programs are fairly adequate. One says, "Probably", and another says, "Hardly". Twelve write that they think their programs are adequate.

Out of the twelve who consider their programs adequate it is found that all sponsor socials, parties, banquets, and picnics; and all but one sponsor suppers. In comparing the programs of these twelve as set down on the questionnaire with the other thirty-one who consider their programs inadequate, no outstanding differences could be found as to a greater number of recreational activities in their churches, days in the week on which activities were held, or frequency of programs during the month. Four of the twelve check certain causes of inadequacies in their programs after they state that they think their programs are adequate, and two write additions they would like to see made to their programs. One of the group has two paid recreational workers. None of the other eleven has any. All but one desire to have the pamphlet as outlined on the questionnaire with one other stating, "We use such material."

The programs of the four churches whose programs are "Fairly adequate," "Probably adequate," and "Hardly adequate" have much the same record as the twelve previously discussed. All except one have parties, socials, suppers, banquets, and picnics. That one includes all but suppers. One church has

two paid workers. The others have none. Two of the four check causes of inadequacies in their programs. Two list additions they would like to see included in their programs. All desire the pamphlet.

From the foregoing information it appears that the churches are dissatisfied with their recreational programs, that among the ones who feel their programs adequate there are those who would like some changes and additions, and that the men who state that their programs are partially adequate do not differ greatly from the ones who consider their programs inadequate.

#### Additional Activities Desired in Present Programs

Additions the pastors would like to make to their present set-ups are asked for on the questionnaires. Eighteen do not fill in the space allotted for this. Twelve write one thing they would like added to the present programs. Eleven write two. Five write three additions. One would like four additions, and one desires five.

These additions are as follows, with the number of churches desiring them: A gymnasium is listed by two churches, while a recreation hall is wanted by one. Two write that proper facilities are desired. One wants a library; another a reading room. One would like better musical facilities. Another desires "open house with a paid recreational worker in charge". One states he wants to secure trained leaders; another, an adult chairman; another, a paid worker; and still another, a director. Training is the element desired at another church.

Two churches desire to see their programs systemitized; one wants it properly supervised; another, well-balanced; and another, a variety of entertainment. One pastor writes that he would like to see better correlation in his program. Another writes that he desires a recreation program. One says that his program needs more time and thought applied to it. Another desires "no compromising with the world" in his program. Another would like to develop what his church already has along the recreational line.

The activities that are desired as additions to the program are music clubs with seven churches wanting them, dramatic clubs with five churches desiring them, sports and sports clubs by six churches, and reading clubs by four churches. Two designate religious dramatics, and one writes that a religious reading club is desired.

Visual education is an addition that three churches would like to have in their present programs. Hobby classes is a desire of another church. "Something for girls" is needed in another church. A drum and bugle corps is listed by one church.

One church desires to have well-balanced socials; another, banquets; and another, an annual picnic.

Additions desired then appear to fall into the classification of facilities, leaders, and program. Additions to the program receive the greatest emphasis.

Clubs such as dramatics, music, sports and reading, although few in number at the present time, show promise of increasing in the future.

### Causes of Inadequacies in Church Recreational Programs

Thirty-eight churches check causes of inadequacies in their recreational programs. Seven causes of inadequacies are listed on the questionnaire, and the pastors are asked to check the ones they feel are directly affecting their church recreational programs. The first cause listed on the questionnaire is "lack of interest on the part of older church members". Sixteen of the thirty-eight check this as one of their causes of program inadequacies. Seven check the second cause, which is "lack of interest on the part of young church members". The third cause found on the questionnaire is "lack of proper facilities", and twenty-three check that one as being an important factor in the cause of an inadequate program in their churches. Twenty-two check the fourth item, "limited budget".

It is found that the "lack of source material available to workers", the fifth cause, is checked by thirteen pastors. Twenty-five, the highest number checking any one cause, mark the "lack of trained workers" as being a reason for inadequacies in their programs. The last cause, "objections on the part of various church members", is checked by three.

In the space following these causes of inadequacy on which the pastors were to list any other causes, four causes are given by four separate churches. These are (1) failure to properly direct their present set-ups; (2) lack of proper organization; (3) no definite program; and (4) the type of parties given are not interesting.

In summarizing, it appears that the lack of trained workers in the church programs is the greatest cause of inadequacy. Lack of proper facilities and the handicap of a



limited budget are two highly important factors in sponsoring an enlarged recreational program. Lack of interest on the part of older church members is a significant factor as a cause of an inadequate program, as is the lack of available source material. Objections of various church members seldom affect the church recreational program. Lack of interest among the young people ranks low as a cause of inadequacy in the church recreational program.

#### Recreational Workers in the Church

In the sixth section of the questionnaire the pastors were asked concerning the number of recreational workers in their churches. These workers were divided into the two classifications, paid and volunteer.

The range in the number of paid workers run from none in a church to two. Twenty-one leave this space blank. Twenty state that they do not have any paid recreational workers. Two churches have one paid worker apiece, and three churches have two paid workers each.

The range in the number of volunteer recreational workers is from two to fifty. Seven left this space blank. Fifteen check that they have volunteer helpers but do not state how many. One writes that his church has "many".

Two churches have two volunteer recreational workers; one church has three; and two churches have four helpers. Four churches have five volunteer workers; three churches have six; and one church has seven with another church whose pastor states that they have from seven to ten helpers. One church has eight workers; two churches have ten; and one church has

twelve. One church has fifteen, while another has twenty-five aids. Twenty-seven is the number of workers in one church, and another has fifty.

Inferences drawn from the above information are that few churches have recreational workers who are reimbursed for their services.

The range in the number of volunteer recreational workers (two to fifty) leads the writer to believe that some of the pastors interpret "volunteer recreational worker" to be any one in the church who is willing to aid in the recreational work. The writer had wished to convey the idea that the volunteer worker had had some training and experience along recreational lines.

#### Desirability of a Recreational Pamphlet

The last item to be checked on the questionnaire was whether or not the pastor thought that a pamphlet on recreational activities would aid them in the church in sponsoring an enlarged recreational program. The subjects to be included in the pamphlet were also given. Forty-five pastors state that they desire to have this pamphlet. One says, "We use such material." Another says, "Perhaps." One checks that he does not desire one.

Of the forty-five who desire the pamphlet, eleven state specifically which parts they are in particular need. They are as follows: Ten desire especially games for parties and socials. Ten desire stunts and contests. Ten also want programs for banquets. Six profess a need for rules for organized sports, and six for club organization. Four want mate-

rial on hobbies, and four desire tournament organization material.

The conclusion drawn concerning the desirability of a recreational pamphlet is that the churches feel highly the need of such material. The specific material desired leads one to believe that the churches desire material more for activities that they already have than material with which to organize new activities.

#### Official Capacities of Ones who Checked the Questionnaires

Three questionnaires were filled out by workers who are officers in the church other than the pastor; one, a church secretary; one, a director of church activities; and the other, an assistant pastor. The other forty-five were filled out by the pastors of the churches themselves.

It seems from the above information that the pastors themselves handle matters that pertain particularly to their churches.

#### Conclusions

The results of this study show that in general the sixty leading Baptist churches of Oklahoma sponsor socials, parties, picnics, banquets, and suppers.

Approximately one-third of these churches promote a sports program and the emphasis is on the team sports.

Once a week or once a month is the average frequency of the recreational programs in the churches. Friday evening is the most often used time for activities of this nature. Wednesday is the least seldom used of all the evenings of the week.

The churches are decidedly dissatisfied with their programs, desiring not only better programs but better facilities and leaders. The pastors also want suitable recreational material with which to build an enlarged program in their churches.

Finally, this study serves to point out the need for better recreational programs in the Baptist churches of Oklahoma.



### RECOMMENDATIONS

Out of this study has grown a desire on the part of the writer to make certain recommendations. These recommendations are that the churches organize a definite and varied program and that they have a certain time for it; that the churches employ the best possible recreational leader for the amount of money available; that books on recreation be gathered and placed in the church library to be used; that a study of the facilities of the church be made to insure their maximum use; that material on the value of recreation be made available to church members to secure interest in and abolish objections toward a worth while recreation program; that a special course be taught in the church during the year to develop leaders for church recreation; that the best available volunteer leaders be used to aid in the recreational program; and that more funds be appropriated for this worth while project.

SUGGESTIONS FOR FURTHER STUDY

Two suggestions for further study are here made. These suggestions have grown out of the study of the recreational programs of Oklahoma's 60 leading Baptist churches. They are: The training of recreational workers for churches and the value of a recreational program in keeping the young people interested in the church program.

## APPENDIX

### RECREATIONAL HANDBOOK

#### Introduction

The material found in this handbook has been prepared especially for use in church recreational programs. It is not intended to be complete, but rather to furnish a basis upon which to operate, to instill an interest in promoting better planned programs, to give references whereby additional material may be found.

#### THE RECREATIONAL LEADER

The most vital factor of a recreational program is its leader. Qualifications desired in a good recreational leader are as follows:

##### Personal Characteristics:

Energy	Contagious enthusiasm
Resourcefulness	Pleasant voice
Cheerfulness	Initiative
Ability to organize	Articulate ability
Confidence	Firmness

##### Knowledge:

- Need and nature of groups with which working.
- Materials with which to handle group or where to find it.
- Organization of group and material.
- How to teach the group the desired material.
  - Use simplest terms.
  - Use volunteers throughout the group who know how to play all the activities.
- Essentials of a good program.
  - Build around a central theme.
  - Balance the program.

Create re-creative atmosphere.

Use mechanical means for remembering new material such as names and directions of games written on cards.

Adequate directions.

Developments constantly watched and fostered.

Interests of participants regarded first.

Have all needed equipment handy.

Value and Function of the following committees:

Program	Finance	Decoration
Publicity	Invitation	Music
		Refreshment

Suggested Program:

2 Get acquainted games

2 Active games

1 Quiet game

1 Musical game

2 Active games

1 Quiet game

Refreshments

1 General game

Group singing closing with "Good night, Ladies,  
We're Going to Leave You Now." And mean it.

### GAMES

Games are the medium through which much enjoyment may be had and many new social contacts may be made.

#### Get Acquainted Games

In order that parties and socials may be fun right from the start it is often necessary to have games of a get acquainted nature at the beginning. Some get acquainted games which have been taught to the writer at parties which she has enjoyed are as follows:



### Handshaking

Upon entering the room a slip of paper is handed each individual. On this piece of paper is written a method of handshaking with directions to proceed immediately to shake hands with everyone in the room and all who come in the next five minutes with that particular handshake. Suggestions as to types of handshaking are (1) using the left hand; (2) using thumb and forefinger; (3) bowing; (4) shaking own hands; (5) side to side swinging; and (6) vigorous pumping up and down kind.

### Mother Goose

On arriving each individual is asked to turn his back to the one at the door, who pins the name of a Mother Goose character on him. He is to find out his name by asking questions of the other people there. They, in turn, are trying to find out their names too. All questions must be answered with a "yes" or a "no".

Variations of this game are numerous. Names of famous characters, animals, cities, books, advertisements, etc. are used.

### Double Circle Greetings

All of the men are asked to form a circle with their hands joined and their backs to the center of the circle. All the ladies are then to form a circle, joining hands and facing the men. At a given signal all are to march to their right, then at another signal all are to stop, shake hands with the ones opposite them, give name, address and telephone number. At the next signal all are to move again, stopping to greet another individual when the signal for it is given. This is

usually continued for about five stops.

A variation of this may be used when all of the players know each other. Then instead of giving their names, etc., they must talk on some such subject as "Why I am such a nice fellow." Both discuss it at the same time until the signal to move on is given. A new subject is given each time.

### Penny Wise

About 20 pennies are given out, one to each individual as long as the pennies last. This is done quietly without the knowledge of the rest of the group. At the appointed time the leader tells the players there is a moneyed group present. All are to shake hands in an endeavor to get possession of some money. The fifth person to shake hands with whose having the pennies gets the penny. He may keep as many as he can secure. A check is made in about five minutes to see who now has the money.

### Fictitious Characters

All are asked to join hands in a circle. The leader is in the group with them and announced that he is going to shake hands with the one on his right. Both are to say "How do you do, I am \_\_\_\_\_", giving the name of a fictitious character. The leader then goes on. The person who was to the left of the leader follows right in behind with the one to his left following him and so on until everyone has shaken hands with everyone else.

This is also used effectively as a closing game, saying "Good evening" to each other.

The gathering around a piano and the singing of popular and well known songs as guests are arriving creates a softening

and friendly atmosphere upon which it is easy to build a sound program.

For additional material see references listed in the bibliography.

### Active Games

For these next games a few representative ones are given with variations as foundation activities.

#### Chair Snatch

Chairs are placed in two rows facing out. There is a chair for all but one. At a given signal, preferably the playing of music, everyone marches around the chairs. When the music stops all attempt to sit in a chair. The one who does not obtain a chair must drop out of the game. A chair is removed and the game begins again. This continues until only one is left.

Variations of this game are (1) use cushions instead of chairs; (2) use articles to snatch rather than sitting in chairs; (3) mark chalk squares on the floor.

#### Circle Call

All the guests are asked to join hands in a circle. A boy and a girl are chosen to step into the center of the circle. The boy is blindfolded and tries to catch the girl. He calls to her and she answers. When he catches her they choose the next couple.

Variations of this are (1) instead of calling the girl by name the boy sings the first line of a well-known song. The girl answers with the second line, and (2) boy recites first line of nursery rhyme and girl, second line.

### Lost Possession

Enough chairs are all placed in a circle as close together as possible. Guests are asked to be seated. One is left standing and must try to sit in the circle in one of the chairs. Those sitting may move either way trying to keep him from getting possession of the chair. If he does succeed the one who was responsible for his getting it must go to the center.

### Sardines

One is chosen to be "It". He goes to hide while the others count to 50. When anyone finds "It" he hides with him. This continues until all are hiding there. The first finder becomes "It" next time. This is especially enjoyable if it is played at night indoors with the lights turned off.

### A Knight of Arthur

All are seated in a circle but the leader. All are given a number. No. 1 is in the most comfortable chair, which he tries to keep and which all the others attempt to secure in the following manner: The leader says, "A Knight of Arthur has lost his heart. No. 3 (any one of the numbers given out may be called) found it. No. 3 to the foot." No. 3 must say "Who, sir? I, sir?" before the leader tells him to go to the foot. If not, he must go to the foot and all of those whose numbers come after his move up one chair. If he does say it before the leader finishes his sentence then the leader says "Yes, sir, You, sir". No. 3 answers "Surely not I, sir." The leader, "Who, then, sir?" No. 3 says "No. \_\_\_\_\_." Leader, "No. \_\_\_\_\_ to the foot." If that person doesn't answer "Who, sir? I, sir?" and must go to the foot, the



leader starts over again with a new number.

This game is excellent in that it keeps all attending and interested all the time. It can be played for an indefinite length of time.

### Kiddie Kar Kapers

Any number of games may be played with Kiddie Kars. The game usually depends upon the number of Kars available. This is sometimes placed in with the quiet games, for only a few Kars can be had so a few players participate while the others of the group are watching and, incidentally, resting.

Work-up is a game that lends itself to this equipment. In it there are the pitcher, catcher, baseman, and two batters. All movement is made by means of Kiddie Kars.

Relays on Kiddie Kars are fun to watch and fun to play.

Circle games with Kiddie Kars as the means of locomotion create great excitement.

### Musical Pursuit

The leader announces to the group that a certain article has been hidden. The players are to go hunt it. If anyone finds it he is to go off, sit down, and start singing. This is to be continued until all have found it. The first one to find it gets to hide it next time.

Two variations of this game are (1) Candies are hidden all over the room. The players are divided into little groups. Each group chooses its own captain and song. The captain is the only one allowed to pick up the candy. All may hunt and, when candies are found, are to sing their own song over the spot where the candy is until the captain comes to pick it up. A box of candy may be given the group having found the most candies.

(2) One person is chosen to go out of the room. While he is out the other players hide an article. As "It" comes back into the room the group starts singing softly some well-known song such as "Down by the Old Mill Stream". "It" is told that he will be aided in finding the article by their singing. If the song is sung softly he is far away from the article; if loudly, he is near it. When "It" finds the article he chooses the next one to go out of the room.

### Word Pantomime

Guests are divided into two groups. Each group is given slips of paper corresponding to the number of players on the other side. Words hard to pantomime are then written on these slips of paper. The slips are folded and put on a table between the two groups in two separate corners of the table. One player from Group 1 then goes to the words written down by Group 2, selects one of the pieces of paper, opens it and reads it to himself. He is given one minute to plan his course of action. He is to pantomime the word to his own group so that they can guess the word in the shortest time possible. The leader is the timekeeper and keeps on paper strict time on each one who pantomimes. The group wins which takes the least amount of time to do all of the words. Pantomiming is done alternately by the groups.

Of course, no talking is done by the one who is pantomiming. The group guessing at the word does the talking. The pantomime may be done of the entire word or of syllables of the word.

Only the first letter of the word may be indicated. This may be done by swishing the arm through the air high

above the head, the first swish being "A", the second "B", etc. If the word begins with "M" or is farther on down in the alphabet the first swish is made about waist high. Nodding of the head for "yes" or shaking of the head for "no" is permitted the one pantomiming. The number of syllables and number of letters may be indicated on the fingers of the pantomimer.

### Grand March

The boys and girls form separate lines on opposite sides of the room, facing the leader. The boys stand at the leader's left, the girls at his right. March music is played, but if no instrumental music is available, any good marching song may be sung.

The lines march forward, then toward each other, the boys passing behind the leader and outside the line of girls while the girls go in front of the leader and inside the line of boys. When the lines meet at the opposite end of the room or hall, the marchers come up the center in twos with arms locked.

The first couple goes to the right, the second to the left, the third to the right, and so on, continuing around the room until the lines meet and the marchers come up in fours.

The leader divides the fours into couples and again sends the lines around as in the above paragraph. When they meet at the other end of the hall, each couple in the left line joins hands and raises them to form a bridge. The right line passes under the bridges. Both lines continue to march during this figure. When the lines meet at the upper end of

the hall, right line forms bridges and left passes under.

When the lines meet at the lower end of the room, the first couple in the left line makes a bridge, while the first couple from the right line goes under. The second right couple makes a bridge under which the first couple from the left passes. Thus the couples alternately make bridges or go under them. The figure should be repeated at the other end of the hall. This is rather difficult and should not be attempted until the group is accustomed to marching; it is pretty and popular, however.

At the end of the bridge-making the marchers come up from the lower end of the hall in fours with arms locked. The first four go to the right, the second to the left. They return in eights. If the room is wide enough and the crowd is larger than 50, the eights may go around again and return in sixteens.

### Quiet Games

Quiet games are of value particularly if used in the correct places in a program. Their chief aim for the leader is to hold interest and fun between more active games. Typical games of this sort are:

#### Story Telling

The leader stands up in front of his seated group. The group is divided into as many sections as there are characters in the story the leader has prepared to tell. The leader gives the names of a character and some noise to describe this character to each section. Every time the leader says the name of this character that section is to make the char-



acteristic sound.

Stories which have a great deal of action in them such as Wild West thrillers are the best.

A variation of this is to give the sections of the group the names of different parts of a car. The leader then tells a story in which he mentions all the parts of the car. Each time a part is mentioned the group representing that part has to get up and spin around. When the leader says "My, but that was a good car," everyone changes chairs in his section. The leader attempts to get a chair. The one left out must proceed with the story.

Guests form a single circle and are seated. One is chosen to be "It". "It", stands in the center of the circle and endeavors to secure a chair or a place on the floor if all are sitting on the floor. He may do this by pointing to a person, asking him the name of the person to his right (or left). The person asked must answer before "It" counts to 10. If not he must be "It". "It" continues until he catches someone napping.

Variations of this are (1) asking for the name of a bird, a beast or a fish instead of a person's name, and (2) trying to make someone laugh.

All are seated. The leader announces that he is hiding. The others guess where he is hiding. The one who guesses correctly may be the next one to hide. It is usually a good idea for the one who is hiding to tell whether he is hiding in the house or out-of-doors. It is better if guests are allowed turns to guess at the hiding place.

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### You Finish It

Players are seated in a circle. The leader starts telling a story. As the story progresses to a thrilling point, the leader tells someone else to continue it until he wants another person to take it up and so on until finally one person ends the story. It may be wise for the leader to be the one who finishes the story.

Pencil and paper games or table games are also good to use as in-between games.

Additional material for quiet games may be found in the references at the close of the pamphlet.

### Musical Games

Musical games are sources of much enjoyment in a recreational program.

### Jolly is the Miller

The words to sing are:

Jolly is the miller who lives by the mill,  
 The wheel goes round with a right good will;  
 One hand in the hopper and the other in the sack,  
 The right steps forward, and the left steps back.

Guests are in a double circle and are facing in the same direction, with the girls on the inside and the men on the outside. The "Miller" stands in the center. All walk forward around in the circle, singing the song until the last line at which time the girls step forward and the men step back (if the circle is going clockwise, otherwise it is just the opposite). The "Miller" tries to get a partner during the change. If he succeeds the man left out becomes the "Miller" and goes to the center of the circle. If he does not succeed

he tries until he does.

### Jump, Jump, Jump, Jim Crow

The words to sing are:

Jump, jump, jump, Jim Crow!  
Take a little twirl, and around you go;  
Slide, slide, and point your toe,  
Then bow to your partner and jump, Jim Crow!

Guests are in a double circle with the girls on the inside. Partners join hands. On the first line of the music, two slow and three quick jumps are taken in place. On second line of music right hands are joined and a turn in a small circle is made with eight little running steps. On the third line the men stand still and the girls slide two steps forward to a new partner and points her toe. New partners acknowledge each other, join hands and repeat the song.

### Merry-Go-Round

The words are:

Little children, sweet and gay,  
Merry-go-round is running;  
It will run til evening,  
Little ones a nickel, big ones a dime.  
Hurry up, get a mate,  
Or you'll surely be too late.

#### Chorus

Ha, ha, ha, happy are we, Anderson, Peterson, Henderson, and me!  
Ha, ha, ha, happy are we, Anderson, Peterson, Henderson, and me!

Guests are in a double circle. Inner ones join hands. Outer players place their hands on shoulders of one in front of them. The inner players are horses while the outer ones are the riders.

The players slide slowly around to the left, gaining speed until they reach the chorus when they are going as fast

as possible. At any time a break occurs the leader calls the halt. Places are changed, making the riders the horses and horses the riders, and the circle moves to the right the next time.

Other enjoyable musical games are "Captain Jinks," "Here We Go Looby Loo," "Greeting," and "Yankee Doodle."

These and others can be found in the references given in the bibliography.

### Relay Races

Relay races are necessities at a party where the guests are divided into groups for competition during the evening. Races appropriate for indoor play are (1) running with lighted candles to and around a certain marker and back, (2) eating of various foodstuffs, (3) Carrying of peas on a knife, berries in a spoon, peanuts on the back of the hand, and books on the head, (4) those in which an element of dressing in ridiculous clothing is done for speed, (5) those in which there is equipment such as folding chairs and Indian clubs that have to be set up and taken down, (6) racing in couples, side by side, back to back and one facing each way, and (7) those requiring no equipment but the means of locomotion is different such as hopping, skipping, jumping, and going backward.

Relay races may be found in greater numbers and with more discussion in the bibliographical references.

### STUNTS AND CONTESTS

The stunts and contests given here are intended for the use at indoor parties and socials. Others are given in the

picnic section which are more suitable for out-of-door situations.

Grouping of guests for stunts and contests may be done in various ways. If the entire evening is to be spent in one certain group then guests are met at the door and given insignias which designate their groups. Captains are then usually chosen. Groupings may be made according to (1) month of birth, (2) birthplace, (3) profession, (4) height, (5) weight, (6) color of hair, (7) color of eyes, and (8) number on entering. Placards designating the meeting place of each group may be hung on the wall to facilitate matters.

### Stunts

Stunts then are usually required of these groups before the evening is over. Some which are easily and effectively done are the dramatizations of (1) outstanding holiday of the month that the group is representing, (2) names of songs or words to the song given to each group upon entering, (3) advertisements and (4) poems.

Examples of each of these are:

#### (1) Dramatization of holidays of the months of the year.

January	New Year
February	Washington's Birthday
March	St. Patrick's Day
April	April Fool's Day
May	May Day
June	Wedding
July	July 4th
August	General vacation time



September	Labor Day
October	Hallowe'en
November	Thanksgiving
December	Christmas

(2) Dramatization of names of songs or words to songs:

Names of Songs

"Carry me Back to Old Virginny"  
 "Day is Dying in the West"  
 "Drink to me Only with Thine Eyes"  
 "Home on the Range"  
 "Jingle Bells"  
 "Let me Call you Sweetheart"  
 "Sailing, Sailing"  
 "Oh Dear, What can the Matter Be?"  
 "Old Folks at Home"  
 "The Spanish Cavalier"

Words to songs

Down by the Old Mill Stream

Down by the old mill stream  
 Where I first met you;  
 With your eyes so blue,  
 Dressed in gingham too,  
 You were 16, my village queen  
 Down by the old mill stream.

The Crocodile

Oh, she sailed away on a sunny summer's day  
 On the back of a crocodile;  
 "You see," said she, "he's as tame as he can be!  
 I'll speed him down the Nile."  
 The Croc winked his eye as she bade them all  
 goodbye,  
 Wearing a happy smile.  
 At the end of the ride  
 The lady was inside  
 And the smile was on the crocodile.

Along Came a Spider

Along came a spider  
 And climbed up a spout.  
 Down came the rain  
 And washed the spider out.  
 Out came the sun  
 And dried up the rain;  
 And the little brown spider  
 Climbed up the spout again.

Little Tommy Tinker

Little Tommy Tinker sat on a clinker  
 And he began to cry,  
 "Maa! Maa!"  
 Poor little innocent boy!

## (3) Dramatization of advertisements

1. Ivory Soap -- "It Floats"
2. Bon Ami -- "Hasn't scratched yet"
3. Maxwell House Coffee -- "Good to the last drop"
4. Packard -- "Ask the man who owns one"
5. Palmolive -- "Keep that school girl complexion"
6. Heinz -- "57 Varieties"
7. Goodyear -- "Time to Retire"
8. Chesterfield Cigarettes -- "They Satisfy"
9. Old Gold -- "Not a cough in a carload"
10. Luckies -- "From one who knows tobacco,  
                   It's Luckies 2 to 1"
11. Buick -- "Body by Fisher"
12. Camels -- "I'd walk a mile for a Camel"
13. Ipana -- "Pink Tooth Brush"
14. Fels-Naptha Soap -- "Tattle-Tale Gray"
15. Marathon -- "Cheapest in the Long Run"

## (4) Dramatization of Poems

Little Orphant Annie, by James Whitcomb Riley

Lochinvar, by Walter Scott

The Singing Leaves, by James Russell Lowell

Lady Clare, by Alfred Tennyson

Other stunts which may be used are such as the following:

#### Setting-up Exercises

Instead of really being setting-up exercises this turns out to be a take-off of them. One of the group stands out in front and gives orders to the rest. The leader may give the correct directions but the group does just the opposite, or the leader's directions may be the comical element such as "cheek puffing alternately".

#### Lispers' Song

The group dresses as crazily as possible and sings a song which contains many words with the letter "s" in them. They lisp each word of that nature, using many grotesque facial expressions in doing that.

#### Man and Woman

One of the group is chosen for this. The hostess will probably have to help in this to secure additional clothing for the group. The chosen one dresses one side of the body to represent a man and the other side, a woman. The man's clothes should be put on first. The woman's clothes are put on so that only one half shows, one sleeve of the dress being pushed through the other. A most enthusiastic conversation is carried on between the "two" people. A deep voice is used for the man when he talks and he turns that side to the audience as he talks; the same being true of the feminine side. The subject of their conversation may be gossip

concerning the members of the other groups.

#### Magician's Bliss

One of the members of the group acts as a magician. The other members of the group are his subjects. All goes well for about one half of the time when the subjects get their directions missed. The magician, however, continues to carry on to the end of the program. When he goes up to take his bow the lady who has been cut in half and her other half come up for their bows too, at which time the magician hastily makes his exit. The magician needs to talk continuously throughout this.

#### The Toy Shop

One member of the group is the shop keeper. The other members take various roles such as mother and pampered daughter who are displeased with everything, a loving couple who really don't see anything or anybody but each other, and a wistful little boy. The shop keeper brings out his dolls, animals and other toys, who are members of the group imitating the toys. At the close when the shop keeper has used all of his persuasive power to no avail and he sees all his potential customers leave without a sale, he sits down with his head in his hands. His "toys" come back to comfort him.

A variation of this is a "Major Bowes" program containing entertainment features of comical and serious nature.

An animal show is another variation. Each animal has its owner who thinks that his pet ought to win the prize. The audience may be the judge.

### Screen Scenes

Using a sheet upon which to throw shadows various scenes may be shown. The room must be darkened and a light must be in back of the players.

Dentist office and operation scenes are good ones to depict. Famous characters may be imitated, letting the audience guess who they are. Nursery rhymes are clever to portray.

### Basketball Take-Off

Almost any burlesque is good for a stunt for a group. This one is particularly effective. The group is divided into two sides. They pantomime playing a basketball game. Both appear to be overcome with fatigue, even sitting down at times, never going faster than a walk. When a score is finally made all are relieved as that ends the game as far as they are concerned.

There are times at a party when stunts are required of those who did not follow the games as they should. Some suggestions for these are:

Whistle the rhyme "Mary had a little lamb."

Recite dramatically "Little Jack Horner"

Pantomime a Frenchman using the telephone.

Pantomime a proverb.

Spell Mediterranean backward.

Lisp through the rhyme "Old King Cole".

Imitate your favorite historical character.

Pantomime the actions of one who has been stung by a bee.

Cough five different ways.

Smile five different ways.



## Contests

Contests may either be of an individual or team nature. Some suggestive material for contests that are suitable for team or individual activities are as follows:

### Spelling Contests

Teams are lined up as for the regular spelling contests but the words given out in this game are to be spelled backward. Easy words should be given until the group catches on to the technique. The team wins which has the most standing at a set time.

A variation of this is to have the players spell out words, substituting their first names for the vowels in the words given them. The winner is decided as in the contest above.

Another variation is to have the spellers pantomime the vowels, calling out the consonants.

### Costume Designers

Groups are given newspapers, scissors, and pins and told to fashion a costume for one of its members, who will be entered against the costumed ones from the other groups to be judged to find the winner.

Relay races are usually classified as team contests and keep the team spirit alive. For relay races see the section on games.

Pencil and paper contests are often used between quite active team contests. Examples of this are:

### People and Professions

Players are given a list of names and a list of profes-

sions. These are to be matched.

Variations of this are the matchings of famous lovers, cities and states, and synonyms. The team wins which has the nearest to perfect score.

### Slang Expressions

Players are to think out as many slang expressions as possible. A time limit is set. At the appointed time the lists are read. The group having the least number of slang expressions wins.

### Name Play

Teams are given one word such as Washington and are to make out of it as many different words as possible. The team having the most words at the end of about 10 minutes wins the contest.

### Football de luxe

Two teams stand at opposite ends of a table in the center of which has been placed an egg whose inside contents have been blown out. The players are to blow as hard as possible. The team which blows the egg off the opponent's side of the table wins.

## SUITABLE THEMES FOR BANQUETS, PARTIES, AND SOCIALS

### Banquets

Banquets are a means of furnishing food for the body and food for the mind, as well as being a social agent through it all. Three points important in planning banquets will be discussed under each banquet theme listed. These three points are (1) decorations, (2) program, and (3) menu.

### Train Banquet

Decorations: Railroad signs, train schedules posted,

waiters dressed as porters, and miniature tracks and trains on the table.

Program: (Small trains on the cover)  
 Thanks to the Great Engineer (Invocation)  
 All Aboard (Welcome)  
 Good Cheer Along the Way (Singing)  
 Summer Excursions (Talk)

Menu: De Luxe Special  
       The Green Diamond  
       Memphis Bound  
       Streamline Special  
       M. K. & T.  
       Conductor's Delight

### Rose Banquet

Decorations: Picket fence covered with artificial roses.  
 Real roses everywhere available. Use of crepe paper in pink to cover lights. Place cards with roses printed on them.  
 Rose nut cups, pink napkins.

Program: (Rose design on cover)  
       Moonlight and Roses -- Girls' Quartet  
       Hummingbird -- Toastmistress  
       To the Roses -- Welcome  
       "When the Roses Bloom" -- Girls' Quartet  
       "Roses of Picardy" -- Girls' Quartet  
       "Mighty Lak a Rose" -- Girls' Quartet  
       Joy of Rose Culture -- Talk  
       What a Rose Should Be -- Talk  
       The Path of Thorns -- Talk  
       "My Wild Irish Rose" -- Sung by all

## Menu: Rose Varieties

Variegated Rose	Rhode Island Red Rose
Able's Irish Rose	Tea Rose
Hot Rose	Rose Leaves
American Beauty	Frosted Rose
Red Rose Bud	Angelus Rose
Green Bud	Rose Mint
	Rose Coffee

Japanese Banquet

Decorations: Japanese screens around the rooms. Japanese arrangement of flowers on tables. Lanterns hung over the lights. Japanese napkins at the plates. Japanese ladies carrying little real parasols as place cards. Little Japanese houses as the nut cups. Chop sticks as favors. Waitresses who wear pompoms over ears and kimonos. Japanese wall hangings are also used.

## Programs: (Japanese lanterns)

Dream Mistress -- Toastmistress  
 "In Old Japan" -- Geisha Girls  
 "Maid of Japan" -- Geisha Girls  
 Welcoming Dreams -- Welcome  
 Keyboard of Dreams -- Piano Duet  
 Intellectual Stars -- Talk

## Menu:

Yamato	Bandai San
Parasols	Foo Choo
Ye Mandarin Fan	Chopsticks
Japanese Dolls	Rickshaw

Pompoms

Oriental Nectar

Cherry Blossoms

### Circus Banquet

Decorations: Balloons blown up with gas decorate the hall. Nut cups are clowns made of pink and white crepe paper who hold up the nut cups.

Program: (Circus tent)

Barker -- Toastmaster

The Big Top -- Welcome

Acrobatic Stunts

Staying on Top -- Talk

The Four Rings -- Talk

Menu:

World's Greatest Wonders	Balloons
Trained Cockerals	Elephant's Ears
Clown's Hope	Fat Ladies
Many-eyed Marvel	Snake Oil
Sawdust	Polar Bears
Greased Poles	Living Statues

### Arabian Banquet

Decorations: Artificial palm trees about the room. One corner of room represents a desert scene with a pyramid, a palm tree, sand, a camel and a man dressed as an Arabian. Nut cups have paste-board palm tree pasted to back of it.

Program: (Arabian Cap with tassel)

From the Shadows of the Pyramids

Sand Storm



Caravans

Oasis

As the Sands Portray

Chandu, the Magician

Yogi Tricks

Menu:

Pyramids	Sphinx
Sand Dunes	Dates
Oasis	Desert Delight
Palm Trees	

Mustang Round-Up

Decorations: Room made to look like coral. Waitresses wear riding habits. Music by men dressed as cowboys. Place cards made in shape of boats. Nut cups made in shape of cowboy hats.

Programs: (Mustang outlined on cover)

An Old Cowhand -- Toastmaster

"Home on the Range" -- Solo

Tenderfoot

Round-Up Time -- Talk

Menu:

Fruit	Potatoes
Beef	Cake
Beans	Coffee

Mexican Banquet

Decorations: Colorful peppers and gourds hanging in corners of room and running down center of table. Colored water in glasses (not to drink but for a game). Nut cups, little Mexican pottery dishes.

Programs: (Mexican block print)

Brindadora -- Toastmistress

Bienvenida -- Welcome

Presentacion de hues pedes especiales --

Introduction of guests

Coro de cristal -- Quartet

Menu:

Cocktail de carne de camaron

Galleta

Enysonada de pollo

Esparrago

Potatos nuevas -- guistantes

Ballos Calientes

Couservas

Salada de tomate rillorado

Torta de fresos

Cafe

### Sports Banquet

Decorations: Table decorations made of little pipe cleaner figures. Each table has a different sport portrayed such as baseball, swimming and tennis. Place cards are sports figures made of copper sheeting.

Programs: (Mimeographed figures playing basketball)

Yell Leader -- Toastmistress

Enthusiasm Nectar

Players Delight

Referee

Menu:

Tennis Court with follow net

Volley Balls	Costume frills
Shuffle board cups	Coach and assistant
Hockey sticks	Under water swimmers

Suggestions for other banquets include fairyland banquet, light banquet, lighthouse banquet, Eskimo banquet, Indian banquet, Mother Goose banquet, bonnet shoppe banquet, beach banquet, international banquet, star banquet, flower banquet, aeroplane banquet; Dutch banquet, seven dwarfs, lily-of-the valley banquet, old fashioned banquet, Spanish banquet, and holiday banquets.

#### PARTIES AND SOCIALS

Parties and Socials shall also be discussed according to decorations, program, and refreshments. They shall be divided into seasonal and miscellaneous. Games not given here may be secured from the game section under parties.

#### SEASONAL

##### New Year's Party or Social

Decorations: Bright and many colored balloons everywhere. Paper hats and noise-makers for everyone.

##### Program:

Father Time -- Relay representing Father Time  
 Resolutions -- Writing out of new resolutions  
 Baby Capers -- Kiddie Kar relays and games  
 Noise Makers -- Singing of joyful songs  
 Leap Year Pursuit -- Three deep with girls chasing boys  
 "Early to Bed and Early to Rise" -- Good Night  
 (Welcome in New Year at time appointed)

### Refreshments:

Snowballs -- Sandwiches in round shapes

"The sweet -- Cookies  
with  
The Bitter" -- Hot Chocolate

### Lincoln Birthday Party or Social

Decorations: One corner of rooms decorated to represent log cabin and its surroundings. Logs placed around room to represent rail fence.

### Program:

Lincoln Names -- Make all possible names out of word "Lincoln".

Building the Cabin -- Relay in stacking logs.

Pinkin' Cotton -- Finding hidden bits of cotton over the room.

Emancipation -- Freeing of team members taken by other side.

The Cotton Picker -- "Jolly is the Miller"

Tin Types -- Each group is given opportunity to silhouette pictures against a screen of "Abe", a negro mammy, etc.

"Swing Low, Sweet Chariot" -- Singing of Negro Spirituals.

"Comin' fo' to carry me Home" -- Good Night.

### Refreshments:

Brown bread Sandwiches (cut in strips with butter between)

Chocolate ice cream made to look like face of Negro

Brown Candy sticks to represent logs.

### Valentine Party or Social

Decorations: Make much use of red and white crepe paper. Red and white paper hearts hanging at different levels from every possible place.

## Program:

"Heart-y" Marching -- Grand March to secure groupings

Heart Relay

Will you be my Valentine? -- Stunts by Groups

Cupid-Matching names of famous lovers

Broken Hearts -- A Knight of Arthur has lost his  
heart. (See description under Games)

Valentine Treasures -- Valentines hidden about room  
with names of each one on it.

Artists at Heart -- Each group costumes one of its  
members with red and white crepe  
paper as its Valentine.

Love's Old Sweet Song -- Group Singing

"Good Night, my Love"

## Refreshments:

Raspberry Ice

Angel food cake

Red and white heart candies

Washington's Birthday Party or Social

Decorations: Red, white and blue colors used about the  
room. Flags and bunting are appropriate. Use picture of Wash-  
ington about the room. "Cherry trees) may be a part of the  
decorations.

## Program:

Martha and George -- "George" blindfolded tries to  
catch "Martha"

Crossing the Delaware -- Relay

Washington, the Father of our Country -- Each group  
pantomimes one well-known episode in the life  
of Washington.

Chopping down the Cherry Tree -- Relay

18th Century Fashions -- Make hats out of doilies.



Hatchet Relay

Throwing the Dollar Across the Potomac

Refreshments:

Sandwiches with red filling

Ice box delight with cherries topping it.

White cookies topped with blue sugar

Red and white candies on blue doilies.

St. Patrick's Day Party or Social

Decorations: Use bright green balloons grouped in three to represent the shamrock. Use green and white crepe paper and green construction paper shamrocks about the room. Pipes and tall hats also symbolize St. Pat's Day.

Program:

Irish Walk -- Relay carrying Irish potato on spoon

Pipe Smoke -- Each is given a piece of yellow paper to pin to pasteboard pipe on wall to represent light in pipe.

Irish Volley Ball -- Cord stretched across room in center. Team on each side.  
Green balloon is volley ball.

Blarney Stone -- Make pasteboard blarney stone. As each individual kisses it he receives a slip of paper. On it is a stunt he must do.

Irish Strut -- Relay of carrying potato on head.

Jig Contest

"My Wild Irish Rose" -- Group singing of Irish songs to close party

Refreshments:

Mint drink                      Green sherbet

White cake decorated with green shamrocks

White and green shamrock, hat, and pipe candies

### April Fool's Day Party or Social

Decorations: Pictures hung upside down, small furniture overturned, misplaced furniture, pillows and cushions. Vases of vegetables placed on floor. Clown hats given to everyone.

#### Program:

Dunce Cap -- Relay of throwing beans into a dunce cap.

Fool's Race -- Relay of carrying peanuts on a knife.

Clown Time -- Group stunts in "clowning".

Funny Faces -- Groups given paper sacks with which to cover face. Charcoal given to each to make faces on own sacks. Group having funniest faces wins.

"Big Mouth Clown" -- Throwing of darts with pasteboard balls pasted to it into mouth of pasteboard clown.

Fool's Folly -- Follow the leader

#### Refreshments:

Apple clown dolls                      Milk

Sandwiches                              Candies

(These should be served in comical ways)

### Easter Party or Social

Decorations: Pastel shades used. Easter bunnies, eggs, and baskets decorate the room. Give live Easter chicks which have been colored as favors.

#### Program:

Easter Egg Hunt

Egg duel -- Teams try to blow emptied egg shell off opponents' side of table.

Easter Parade -- Relay in which contestants put on garments furnished by hostess for this game.

Egg Ping Pong -- Tables set up for ping pong, ball to represent egg.

**Refreshments:**

Pineapple salad with colored cheese balls

Cake with cocoanut topping

Candy Easter eggs

Lemonade

**July 4th Party or Social**

**Decorations:** Similar to the decorations for the Washington Birthday but without pictures of Washington. Place pasteboard fire crackers about the room.

**Program:**

Firecracker Relay -- Piece of red stick candy to represent firecracker is given each Captain to pass to end of line and back again.

Patriotic Relay -- Marching to certain point and back.

Flag Race -- Given materials, group sees who can draw best flag.

"Captain Jinks" -- Singing game

Fugitive -- Game of guessing where a person is hiding.

United States Race -- See which team can braid red, white, and blue streamers together first.

"My Country 'Tis of Thee" -- Singing of Patriotic songs.

**Refreshments:**

Strawberry ice cream on white doilies

Red cookies

Red candies

**Halloween Party or Social**

**Decorations:** Decorate house to give a spooky atmosphere. Use much black and orange crepe paper. Use paper skeletons, witches, cats, and witches' caldron. Use cornstalks and brush, autumn leaves and Jack-o'-lanterns.

Program:

Fortunes -- Written by each one on entering--draw one out later on.

Witches' Race -- Racing on broomsticks

Apple bobbing

Telling of Ghost stories

Pumpkin race -- Roll orange piece of candy to appointed spot and back with a 6-inch stick.

Black Cat -- All except one are in a straight line with hands on shoulder of one in front of him. "It" tries to touch last person in line.

Haunted House -- Take group over entire house in the dark.

Refreshments:

Orange Ice

Fudge Brownies

Orangeade

Thanksgiving Party or Social

Decorations: Use cornstalks in the corners. String cranberries and hang them in the doorways and windows. Use paste-board cut-outs of turkeys, horns of plenty and Pilgrims.

Program:

"Pilgrim's Progress" -- Grand March

Cranberry Relay -- Carrying cranberries on back of hand.

Pumpkin eater -- Cracker eating contest

Barnyard Serenade -- Imitation of noise of barnyard animals by each individually then all together.

Thanksgiving -- Write down 5 things for which thankful; mix up lists; each reads another's list.

Horns of Plenty -- Throw pebbles into cans decorated as horns of plenty.

"Turkey in the Straw" -- Singing of old familiar tunes.

### Refreshments:

Pumpkin ice cream frozen in shapes of turkeys

Cookies

### Christmas Party or Social

Decorations: A large beautifully decorated Christmas tree, wreaths, mistletoe, filled stockings, nativity scene on a table, cranberries and pop corn strung and hung.

#### Program:

Snowflakes -- Drop rice on a bright colored piece of paper. Guests guess at the number.

Gifts -- Guests hunt over house and find cellophane wrapped candies.

Snowball throwing for distance -- snowballs of cotton

Christmas Story -- Telling of Christmas story -- guests make appropriate sounds for characters assigned them.

Play with toy gifts brought as exchange presents.

Caroling -- Singing of Christmas Carols to neighbors.

#### Refreshments:

Fruit Cake and Coffee

Additional seasonal parties and socials are May Day, Springtime, Autumn, Labor Day, Armistice Day, Arbor Day, Mothers' Day and Fathers' Day.

### MISCELLANEOUS PARTIES AND SOCIALS

#### Progressive Party

Decorations: Fresh flowers in vases over the house. 6 tables with 4 chairs at each.

#### Program:

Table I -- the Rice Bowl. Guests pick up rice from bowl in middle to saucer by his side-- winner is one who has most rice.



Table II. Songs Depicted--guests draw slips of paper from bowl in center, illustrate name of song found there.

Table III. Cranberry Jell. Guests jab cranberries from bowl in center and transfer to own saucer--winner is one who has most.

Table IV. Rhymes--guests are asked to write four line poems about guest opposite them.

Table V. Bonnet Shoppe. Guests here make bonnets to wear out of doilies and material given them.

Table VI. Publicity. Guests are asked to write names of companies whose slogans appear on big chart in center of table.

All move at a given signal to table just above them.

Refreshments:

Fruit Salad

Bread and Butter Sandwiches

Cake and mint drink

### Old-Fashioned Party or Social

Decorations: Decorate as an old-fashioned garden with rose and vine covered trellis and Japanese lanterns.

Program:

Dating -- Booklets with places for names are given to each. 6 dates are made. At a given signal partners are changed for the next date. Directions are given for conversation for each date.

Costume Game -- Partners make hats for each other out of materials furnished by the hostess. A style show is then held.

Silhouettes -- Room is darkened. Each is given an opportunity to present a picture of a favorite relative of his of the 19th century by means of the silhouette screen.

Virginia Reel

Refreshments:

Buffet supper of salad, mint julep, and cookies.

### Gypsy Jamboree

Decorations: Have a camp fire scene of a fortune teller. Use green boughs to give outdoor effect.

#### Program:

Fortune teller to tell of the future for each guest.

Gypsy Gossip -- whisper word which is to go the rounds and be told by the last one.

Wishing Well -- Fish for stunts which each is required to do.

Musical pursuit -- see directions under "Games"

Gypsy Serenade -- Songs by a selected quartet.

Stolen goods -- "It" goes out of room while an article is hidden. He tries to find it by clapping loudly or softly of audience.

#### Refreshments:

Punch and cookies with a fortune under the cookies.

### College Daze

Decorations: Pennants of various colleges. Bright colored emblems and banners. Pennants pinned on each individual to designate his group.

#### Program:

1. Yell of each group given
2. Stunt from each group depicting some phase of college life.
3. Song of each "college" present
4. Basketball game -- Bean bag keep away.
5. Mid-term exams -- Pencil and paper contest
6. Track meet -- about four relays
7. Musical Commencement -- All groups sing well-known College songs.

#### Refreshments:

Cakes, candy, and ice cream

## Rainbow Party or Social

Decorations: Pastel shades of crepe paper and colored lights. Hostesses in pastel colored dresses.

### Program:

Autograph hunting

The Pot of Gold -- guests are given small paper pots of gold to pin to the end of the rainbow.

Rainy Day Relay -- Carry suitcases and old clothes-- dress in clothes and race back from appointed place.

Sunshine Race -- Couples race with paper umbrellas.

Rainbow Rhymes -- Groups make up rhymes about their own members.

Weather Reactions -- Stunts by groups

Shine, Shine, Shine, Sunshine -- Singing game

Jump, Jump, Jump, Jim Crow

### Refreshments:

Pastel colored ice cream on doilies of different shades.

White cake

Pastel mints.

Other parties and socials' themes which lend themselves to good times are circus, animal, hobby, bean, tacky, days of the weeks, radio, politics, travel, balloon, plantation, carnival, minstrel, birthday, Mardi Gras, and famous people.

## CLUBS ORGANIZED FOR DEFINITE CULTURAL AND RECREATIONAL VALUE

Clubs because they furnish opportunities for competition, self-expression and social good times meet a fundamental need of an individual.

Leaders of youth are beginning to become increasingly

concerned with providing a favorable stimulating and happy environment and opportunities to engage in worth while activities.

Recreational clubs lend themselves to an easy, informal, friendly, democratic atmosphere. The leader of the group is responsible for most of this; however, the members are to share the responsibilities and privileges of it as well. There is no one basis for organization of all groups.

Clubs which shall be discussed here pertain to music, dramatics, and reading.

### Music Clubs

Much enjoyment and satisfaction can be secured from either participating in or listening to music. Music may be produced by the voice and by instruments. Training in the field increases the enjoyment of it. Those who understand music can be of great assistance in fostering music clubs, both for the trained and the untrained.

Although the music clubs that exist in a recreational program may not produce professional singers, yet they will serve to provide opportunities for outlets to emotions, self-expression, and joyous experiences.

The leader of the club will necessarily have to do much of the planning at first, with members gradually taking over more responsibility along this line. The singing of favorite songs together may prove a way of starting. Working on parts usually comes next. Some songs usually enjoyed by a group of this kind are:

"Abide With Me"

"Annie Laurie"



"Carry Me Back to Old Virginny"

"Day is Dying in the West"

"Dixie"

"Flow Gently, Sweet Afton"

"Faith of Our Fathers"

"Good Night Ladies"

"Holy, Holy, Holy"

"Home on the Range"

"Let me Call you Sweetheart"

"Love's Old Sweet Song"

"My Old Kentucky Home"

"Old Folks at Home"

"Silent Night"

"Stars of the Summer Night"

"Sweet and Low"

"Swing Low, Sweet Chariot"

Listening to music is an art that many people enjoy during their leisure moments, whether they "know" music or not. These people need to know that this capacity can be enriched and developed. Interest in good music often comes from just hearing compositions by the masters, and leads to actual participation in rendering these selections.

Phonograph records and the radio are excellent mediums for this group of people who enjoy hearing good music. If this group forms a club, which would be an opportune thing to do, and meets regularly, phonograph records will probably be the most constant and dependable agency. Any members who can play or sing well are also additions to a program where listen-



ing is the chief activity.

Records that are simple, have much melody, and are familiar should be played at the first sessions of the club. More difficult ones with a few unfamiliar ones may gradually be added. Appreciation for the difficult selections may thus be built up. The same records should not be played too often. Vary the records during the evening with discussions of the records, group singing or performances by certain members of the group.

Program themes are valuable, particularly with untrained groups at the beginning. Illustrations in connection with these programs prove worthy of the time it takes to collect them.

Discussion to be enjoyable should be discussion and not a recital of facts by one person. This tends to kill not only the program but the club, if continued.

As the members progress in appreciation they will also begin to respond to the music which produces an enriched mind and spirit that is lasting.

Some available phonograph records include:

"Blue Danube"

"Humoresque"

"Largo from Xerxes"

"Minuet in G"

"Santa Lucia"

#### Further Suggestions for Music Clubs

(1) Study the lives and works of musicians such as Wagner, Chopin, Schumann, Mendelssohn, Mozart.

(2) Study the folk music of the nations, the folk dances

and their significance in village life.

(3) Foster some project in music. A Christmas Vesper Service for Mothers and Daughters; a music memory contest; children's chorus; orchestra; community chorus; open to anyone in community interested.

References for books on music may be found in the bibliography.

### Dramatics

Clubs which are formed because of a common desire to engage in dramatics are really serving their communities, especially if they encourage all of the dramatic talent in their communities. The more democratic the organization, the more benefit it is to the community and the more varied its people the more likely its performances will be good.

The more varied the personnel the greater is the need for good organization. Organization is usually what our amateur clubs lack. There can be over-organization, but common sense is what is needed. Every member needs to know his function in it.

As in all club work, the leader is of outstanding importance. He it is usually who must decide what duties each member shall have for each performance. He is usually the director and coach of these performances, too. Other places that must be filled by members of the club other than those taking part in the play are stage manager, director of lighting, art director, stage carpenter, property manager, costume director, make-up man, prompter, business manager, publicity man, and stage force. Two places may be filled by one person,

but the duties of those just mentioned have to be performed even if only to a small degree.

Keeping everyone in the club busy at some job is important. Everyone should have his own task each meeting.

Some principles which are helpful in putting on plays are (1) to choose a good play and not spoil it, (2) block out the action, (3) rehearsals begin with the reading of the play by the director, (4) lines should be thought through before they are spoken, (5) staleness comes when thinking ceases, (6) repetition is an important factor in success, (7) movement on the stage should be in straight lines, (8) actors should look where they are going and go where they are looking on the stage, and (9) to keep in character.

Staging is at its best when it is simple and supports the action. Lighting need not be elaborate. For the untrained the simpler the means of getting proper effects the better it is.

The purpose of make-up in club work should be to offset artificial conditions of the stage, and to appear as himself or the character of another person. Bright lighting requires strong make-up. Unity is the element needed in make-up.

There are certain symbolisms in color which have come down to us through the ages and guided us in costuming. For example:

Red has been the color of martyrdom--so red in lighting tragic scenes. Purple has been the color of royalty and dignity--so blue and rose to get that effect. Gold has been the color of glory and power. Green has been the color of contemplation, immortality, and nature. White has been the symbol

of purity and innocence. Gray has been the symbol of sadness, poverty, and tribulation. Bright colors suggest youth and activity. Yellow colors from straw to amber give the most light. Green colors give quite a bit of light. Red and blue colors give very little light. Magenta gives the best fire-light glow. Deep amber gives the best flame color. Use amber through magenta for sunset; blue or light green for moonlight; darker greens for mystery. Red, yellows, oranges are warm colors. Blues, greens, violets are cold colors. Try to balance color in background and costume.

#### Further Suggestions for the Dramatic Club

(1) Study the drama and ~~dramatics~~ of different countries with the study of the stage of that country or period and presentation of one of the best plays.

(2) Study the Little Theatre and its development.

(3) Encourage play writing.

(4) Have a playgoing committee composed of members who keep others informed of coming productions, secure copies of play to read before, lead criticism after going to the play.

For suitable plays to produce see the bibliography.

#### Reading Clubs

Reading clubs bring together those interested in the art and appreciation of reading, reading material, authors, poets, and people in general.

Libraries are important phases in their lives. Book exchanging is a means of holding them together.

The following are some subjects suggested for programs of study for a reading club:

(1) Study of lives and works of such famous women as Elizabeth Browning, Madame Guyon, Christina Rossetti, Rosa Bonheur, and George Eliot.

(2) Study of lives and works of such famous men as Carlyle, Ruskin, Gladstone, Shakespeare, Edison, Gandhi, Henry Ford, and their contributions.

(3) Study of such artists as Raphael, Correggio, Corot, Whistler, Millais, Millet, and their art in relation to art of their day and to all art which has come after them. Visiting art galleries will also aid the club.

(4) Study of such scientists as Newton, Galileo, Huxley, Fiske, Alfred Russell Wallace, Darwin.

(5) Study of orators such as Mark Antony, Patrick Henry, Martin Luther, Wendell Phillips, Henry Ward Beecher, Theodore Roosevelt, Woodrow Wilson, and their presentation of lessons from life.

(6) Study of business men such as John J. Astor, Andrew Carnegie, James J. Hill, and also business vision and its application today.

(7) Study of such great teachers as Moses, Confucius, Plato, Froebel, Christ, and their relation to education and religion of today, as well as later educators such as Dewey, Thorndike, William Lyon Phelps and educational trends of today.

(8) Study of such English authors as Tennyson, Burns, Samuel Johnson, with something from their works and music and dances of the period.

(9) Study of great lovers like Robert Louis Stevenson



and Fanny Osbourne, Dante and Beatrice, Lord Nelson and Lady Hamilton, and present poems and prose from their works. The poems can be read, pantomimed, or sung.

(10) Study of such great statesmen as Washington, Jefferson, Webster, Franklin, the dramatic scenes in their lives and the life of the nation at that period.

(11) Books and reviews of these great statesmen.

Further aids may be found in the references in the bibliography.

#### SPORTS ADAPTABLE TO CHURCH PROGRAMS

Team sports are being taught and played widely now in our schools. Since most of the young church members have this knowledge already, teams would be fairly easy to organize. The teams of one department can play the teams of another department in the church. It is not at all impossible if someone in the church is interested and will lead out in it to have an inter-church league. In this teams of churches of the same denomination in a city can play each other or even church members of one denomination can play those of another.

##### Team Sports

Some team sports suitable for such use are volley ball, baseball, basketball, and softball. Variations of these games are not given here.

##### Volley Ball

Volley Ball was invented in 1895 by William G. Morgan, then the director of a Y. M. C. A. gymnasium at Holyoke, Mass. His object was to find a game that would keep more players busy on a small space than could basketball, and at the same



time be less violent and involve less personal encounter. The name is taken from tennis and means to hit the ball before it strikes the ground; this is the idea of the game -- to keep the ball in the air all the time by striking it forward and upward by one or both hands.

#### Equipment:

The volley ball is one inch less in diameter than a basketball, and is much lighter, weighing between one-third and one-half as much. The field must not be greater in extent than 30 by 60 feet, but it may be smaller. A net 8 feet high is stretched tightly across the middle of the court.

#### Teams

For regular match games, the team consists of six players; a larger number can play and ten or twelve on a side is better when learning to play. It is not customary in volley ball, as it is in most games, to have the players hold the same positions throughout the game; they rotate, shifting to each position in turn, moving forward one place every time their side gets a turn at serving.

#### Serving:

The game begins by a play called serving, in which one player takes the ball, stands with both feet behind the back line, tosses the ball up slightly and then bats it forward toward the net. A player serves only so long as his side wins; when it fails to win the point it is "out," and the opposing side serves. The players serve in turn.

#### Rule for Serving (Boys)

A served ball must not be touched by another player of

that side but must go over the net without touching it and fall in the opponent's court--otherwise the serve is lost and the ball goes to the opponents, who serve in their turn.

#### Rule for serving (Girls)

A served ball may be batted by other players of the same side to help it along, and it is a good serve if it goes over and falls in the opponents' court, even if it touches the net in passing. If it fails to go over the net or strikes the floor out of court it is lost.

#### Returning the ball

When the ball is played over the net as provided in the rules, the players of the opposing side try to keep it in the air, and to bat it back over the net. Play continues in this manner until the ball strikes the floor or until, for some reason, the ball is declared dead.

#### Relaying the Ball

When two or more players of the same side hit the ball in turn before it goes over the net, it is called "relaying the ball". This adds interest to the game and makes a lot of team play possible.

#### Relay Rule (Boys)

The ball may be relayed in the game for men and larger boys with the following limitations:

1. A serve may not be relayed.
2. A player may not play the ball twice in succession without its being touched by another player.
3. The ball may be hit only three times by the players of one side before it goes over the net.

Violations of any of these rules forfeits the point to the opponents.

### Relay Rule (Girls)

The ball may be relayed without limitations, both in case of served and returned balls, as long as it does not fall to the floor.

### The Score

When the serving side wins the point it counts one for that side. Only the serving side can score. If the serving side loses the point it is called "side out" and the other side takes the ball and serves. The first side to score 15 points wins the game.

The second game begins with the losing side serving. Every time a server takes his place to serve he calls the score, giving his own score first and then the opponents' score, as 12-11, 1-6.

### Illegal Plays

- A player may not
1. Strike the ball while he is supported by an object or another player.
  2. Bat the ball twice in succession (boys only)
  3. Catch or hold the ball.
  4. Reach over the net to strike the ball.
  5. Serve out of regular order, step on or over back line.
  6. Touch the net while the ball is in play.
  7. Interfere with the opponents by entering their court while play is in progress.
  8. Address the official (except captain).
  9. Make derogatory remarks about players or officials.
  10. Delay the game unnecessarily.

Any of the above illegal plays either forfeits the point,

or the ball goes to the opponents, as the case may be.

#### When a Score is Made

The serving side scores a point whenever

1. A legally served ball is not returned.
2. An opponent makes an illegal play.

#### Side is Out

The serving side is out whenever

1. The server fails to make a legal serve.
2. They fail to return a ball.
3. Any player of that side makes an illegal play.

#### Out of Bounds

The ball is out of bounds whenever it strikes the floor, wall, or any person or object outside the playing field. When ropes or other gymnastic apparatus, suspended from the ceiling, hang within the field and the ball in play hits such apparatus, the ball should be served again unless the opposing side, by playing the ball, tactfully agrees that play should go on. When the ball strikes outside, the point is lost by the side that last touched it. When a player in trying to return the ball bats it out of the field on his own side of the net, it may be recovered by any player of that side before it strikes. When a ball goes in the net it may be recovered in like manner if it can be done without the net's being touched by a player.

#### Officials

The officials for match games are

- A referee
- A scorer
- 2 linemen, one at the left end of each base line.

Variations of this game, such as Newcomb, volley tennis, and mass tenniquoits may be found in the references in the bibliography.



### Baseball

The game of baseball is played by two teams of nine men, one of which, called the side at bat, attempts to score runs by batting a pitched ball safely beyond the reach of the opponents, called the fielding side. The person who reaches a base, of which there are four, placed in diamond shape, can advance when a succeeding teammate hits the ball, or by other means later described. A score is made when a runner, going counterclockwise, has succeeded in touching all four bases. The side in the field attempts to get the batter or base runner out by various means. There are rules governing the changing of the two teams so that the one at bat takes the field, and vice versa.

The players of a side must all bat in turn, and then they start from the beginning again. The players in the field station themselves so as to have one man pitch the ball to the batter, and another man to catch the balls that the batter does not hit; also to have four men to protect the bases, and to have the remainder protect against long hits that go past the bases.

As the ball is hard, and can be driven with great force, the players need gloves to protect the hands.

### The Field

Baseball needs a level field 325 feet square, but it is often played on a smaller space. A square, whose sides are 90', is marked out on the field and is called the "diamond". Opposite one corner of the diamond and 90 feet (or less) from it is placed a "backstop", which is a wide frame covered with

boards or wire netting to stop the balls that get past the catcher. At the corner of the diamond, nearest the backstop, is a slab of wood or rubber set even with the top of the ground and called the "home plate." The other corners of the diamond are called first, second and third bases, starting to the right from the home plate; and each of these is marked by a canvas bag 15 inches square, fastened by an iron stake that is entirely under ground. In the middle of the diamond  $60\frac{1}{2}$  feet from home plate, is the pitcher's plate, a slab of rubber on which he stands before delivering the ball to the batter. The official diamond for Junior boys under 16 has baselines 82 feet and a pitching distance of 50 feet. There is an official Junior ball also, one that is slightly smaller.

#### Scoring

A run is a complete circuit of bases, whether made all at once or in stages. The score is the number of runs made by each player. The team making the largest score in nine innings wins the game. When each team has had a turn at bat, it is called one inning; a side remains at bat until three men have been put out. If the score at the end of nine innings is a tie, play continues until one team has a greater score than the other in equal innings. When weather or any other cause stops the game before nine innings are played, the score at the end of the last complete inning is taken as the final score; provided that at least five innings have been played.

#### Teams

Each team consists of nine men. The teams have turns



at bat in alternation, which team shall bat first being decided by the captain of the home team. The players of the side at bat occupy the players' bench, except one man who is batting, others who may be on bases, and one or two who are allowed to stand on the outer sides of the diamond to coach the base runners. The other team is in the field trying to prevent the team at bat from making runs.

### Officials

The officials of a game are an umpire and a scorer. The scorer keeps a list of the men of each team in their order of batting, as fixed by the captains, and keeps a record of the game according to the decision of the umpire. The umpire makes all decisions, including such as the following: whether the ball is properly delivered by the pitcher; whether a batted ball is fair or foul; whether a batter or base runner is out or safe; and whether a run shall be scored. Sometimes there are two umpires, one to decide points at the home plate and the other at the other bases.

### Strikes and Balls

The first man at bat takes his place beside the home plate, facing the pitcher, with a bat in his hands. The umpire may stand behind either the pitcher or the catcher. It is the duty of the batsman to bat the ball thrown by the pitcher, if it is good, and then to run to first base as fast as possible. If the batsman strikes at the pitched ball and misses it, or if it passes over the home plate at a height between the batsman's knee and shoulder, the umpire declares a "strike." If this occurs three times the batsman is out,

provided the catcher catches the ball on the third strike. If he fails to catch it after the third strike the batsman may run to first base, and is safe if he reaches it before the ball is held by an opponent touching the base. (This is the general rule; there are some exceptions). If the ball thrown by the pitcher does not pass within the limits defining a strike, the umpire declares it a "ball". Four balls entitle the batsman to first base. If the pitcher hits the batsman, the batter is given first base, provided the batsman tries to avoid being hit, and does not strike at the ball. If the pitcher makes a movement as if to deliver the ball to the batsman and then does not do so, it is called a "balk" and each runner (not the batter) is advanced one base.

#### Fair Hits and Foul Balls

If the batsman hits a pitched ball so that it goes forward between the lines to first and third base or their extensions (called the foul lines), the umpire declares it a "fair hit," and the batsman becomes a base runner. If the batted ball is caught by a fielder before it hits the ground the batsman is out. If it strikes the ground before and is after thrown to first and caught there before the runner reaches it he is out; he may be tagged out before the runner reaches if it is more convenient to do so.

If the batsman hits the ball so that it goes anywhere outside of the limits of a fair hit, the umpire declares a "foul ball". Fouls count as strikes until two strikes have been called, but are not counted afterward unless caught by the catcher. A ball is a foul if it strikes in the diamond

and then rolls out between home plate and first or third; if it strikes out and rolls in it is fair.

If a man makes an entire circuit of the bases on one hit, it is called a "home run," and is considered a remarkable play, but it counts only one score. There is a hit where the batter does not swing at the ball hard, but instead pushes the bat forward and allows the bat to hit it; it makes the ball drop dead; such a play is called a "bunt."

### Base Runners

A base runner, occupying any base, may run to the next base, whenever he thinks that he has time to do so before the opponents can throw the ball there to intercept him. If a batsman makes a fair hit while a runner is occupying first base, such a runner must go to second to make room for the batsman. This is called a "forced run." Such a runner need not be tagged, but is out if the ball is caught by an opponent on the base before he reaches it. A forced play may be made at any base, provided rear bases are occupied.

If the ball is hit in the air, and is caught, then the base runner is forced back to the base from which he came, and may be put out if the ball reaches the base before he can touch it. Except in the above instances, the base runner must be tagged with the ball to be put out. In tagging a runner, the fielder must not drop the ball. There are a few special cases to be noted; sometimes the base runner is permitted to advance to the next base without being put out, as for instance, where the umpire calls a balk, where a fielder interferes with the runner, or where the batsman is

is given first base, thus, forcing the other base runners forward, he is required to return to the base from which he came, but without liability of being put out, however, in the case of a foul hit ball that is not caught.

One o'cat, two o'cat, three o'cat, work up, and kick ball are variations of this game and rules for them may be found in the bibliographical references.

### Basketball

Basketball is America's most popular indoor game. It was invented in 1892 by Dr. James Naismith, then a student at Springfield Y. M. C. A. College, and since that time a director of physical education, with the object of securing an indoor game that would have the advantage of the various types of football, with the dangers of football eliminated as far as possible. The plan hit upon was to prohibit a player from carrying the ball, with which in turn was to eliminate the necessity for tackling or interference. Instead of the ball being passed to advance or by dribbling, the latter name being given when a player bounces the ball against the floor, but retains possession of it. This gives the game some of the qualities of Association of Football and English Rugby, but perhaps it resembles Lacrosse most of all.

The goal is said to belong to the team attacking it, since the historical connection is here entirely lost in this new game. It will be noticed that the use of the word "goal" is here its usual meaning, indicating the end or place one plans to reach, while in the older games of football and



hockey it has opposite meaning because of its early history.

### The Field

Basketball can be played on any free space not exceeding 50 by 94 feet. The boundaries according to the rules should be at all points at least three feet from any obstruction, but this distance should be increased at the ends, as players often run out of bounds at full speed after attempting a shot for the basket. The field is marked as follows: The goals are metal rings 18 inches in diameter and placed horizontally 10 feet above the floor. The ball is round and between 30 and 32 inches in circumference. The goals are attached to rigid backboards 4 by 6 feet. The blackboards are suspended two feet inside the field of play.

The object of the game is to throw the ball into your goal as many times as possible and to prevent the opponents from throwing it into theirs. The ball may be batted, rolled, bounced, or thrown in any direction with one or both hands; but players are not allowed to run with it, kick it, or strike it with closed fists.

In making a dribble the ball must leave the hands before the pivot foot leaves the floor; in making a pass or throw the player may lift the pivot foot or jump, but the ball must leave his hands before one or both feet again touch the floor. Otherwise a foul is to be called for "advancing the ball."

A goal thrown from the field during play counts 2 points. The penalty for fouls in basketball is a free throw for the goal from a distance of 15 feet. A goal thrown in this way scores 1 point. If a foul is committed against an offensive

player while he is in the act of shooting, two free throws are awarded him.

A game is won by the team scoring the greatest number of points in two halves of 20 minutes each. Times of halves must be lessened by mutual agreements, and in many games between boys of high school age and younger the game is divided into eight or ten minute quarters. If the score is a tie when the game is called, a three minute overtime period is played. If still a tie, another three minute period is added, and so on.

The officials in basketball are a referee, an umpire, a scorer, and a timekeeper.

Five men constitute a team, divided into two "forwards," one "center" and two "Backs" or guards.

A person may be substituted for one of the regular players. The person going into the game must report to the scorer, giving his name, number, and position, and must wait until the ball is dead before going onto the playing floor. He must then be recognized by the referee. A player taken from the game may re-enter at once.

The ball is put in play at the beginning of the game by a play called "toss-up". The ball is put into play by a toss up at the center of the field after each goal thrown, at the beginning of each half and quarter, following a free throw from a technical foul, and after a double foul.

The greater part of the play in basketball consists of passing the ball. Since opponents are guarding both the thrower and the man to whom the ball is thrown, considerable skill is required.

The ball is dead and play stops temporarily when (1) a



goal is made, (2) when the ball goes out of bounds, (3) a held ball or "time out" is declared, or (4) a foul is called. In (1) he brings the ball to center; in (2) he awards it to one team out of bounds; in (3) he tosses the ball between the two players; and in (4) he places it upon the foul line.

Time is called by the referee when a player is injured or upon request of either captain. The game must be resumed within two minutes. If a team asks for "time out" more than three times during a game, the captain of that team is charged with a technical foul.

A ball is out of bounds when it touches the boundary line or the floor outside, or when a player has the ball and any part of his body touches the boundary line or the floor outside of the boundary line. A ball hitting the braces that support the backboard is also out of bounds. A ball out of bounds is put into play by a player opposite the team from the one who touches it last before going over the line, at the point where it went out. He is allowed five seconds of time to throw it, and his opponent is permitted to stand no nearer than three feet to guard him.

Certain technical fouls dealing with minor infractions, instead of allowing a free throw are penalized by having the ball go into the free possession of the opponents out of bounds at the nearest side line. These are known as violations and are starred in the list below. Those that deal with technical fouls infringing slightly on the best sportsmanship of the game allow a free throw.

1. Advancing with the ball.

2. Violating jumping rule, such as catching the ball instead of batting it, batting before it reaches its height, leaving the center circle before the ball is tapped, etc.
3. Interfering with a throw-in from out of bounds.
4. Consuming more than five seconds in putting the ball in play from out of bounds, carrying the ball into the court from out of bounds, etc.
5. Delaying the game, such as asking for more than three time-outs during the game, retaining a ball that has been awarded the opponents.
6. Interfering with the ball when in or on the basket.
7. Making a second dribble.
8. Entering the game without being recognized by the referee.
9. Talking to officials.
10. Coaching from side lines.
11. Going on the court during the game.

To hold, block, trip, charge, push, or use unnecessary roughness of any description causes one to be charged with a personal foul. The penalty gives the opposite side two free throws if you interfere with one shooting at the goal.

Variations of basketball such as captain ball and keep away may be found in books given in the bibliography.

### Softball

Softball originated from baseball about 25 years ago in Minneapolis, Minnesota by some firemen who first called it Kitten Ball.

The game consists of seven innings. Ten players compose a team. The ball used is larger than a baseball. It must be pitched from below the hip, underhanded.

The officials are: Base umpire, who stands behind the pitcher, and a Plate umpire, who calls home base and stands behind the batter.

Three strikes make an out. A strike may be made:

1. When pitcher throws a ball between knees and shoulder of batter.
2. When batter swings and misses the ball.
3. When the ball is fouled, that is tipped and knocked or rolled outside the line which connects bases.

On first base the ball only has to beat the player to base, while on other bases player must be touched, except on forced run.

#### Dual Sports

Dual sports have a place in the church recreational program. They furnish competition of a wholesome nature during leisure time under the auspices of Christian supervision. That alone gives opportunities for desirable traits to be developed. Such a program creates a situation whereby young people may have self-expression and an outlet for emotions.

Some facts concerning the following dual sports such as tennis, badminton, golf, archery, bowling, horseshoe pitching, croquet, and deck tennis are here given.

#### Tennis

Tennis may be played by either two players on a team, which composes a "Doubles" game, or one player on a team, composing a "singles" game.

Equipment: Tennis racket and tennis balls.

Officials: A referee.

Strokes: Serve--stroke used to put the ball in play.

Drive--stroke used to keep the ball in play by stroking it at about a 90 degree angle.

Smash--stroke which starts above the head and causes the ball to land with speed into the opponent's court.

Lob--ball knocked high into the air.

Volley--ball which is hit before it hits the ground.

Out--stroke used to give the ball a back spin.

Slice--imparts side spin to the ball.

#### Scoring:

Love--lowest unit of scoring and means no score.

15--call given the first point.

30--call given the second point.

40--call given the third point.

Deuce--name used when both teams have 3 points each.

Game--won by the player having four points if he has at least two more points than his opponent.

Set--at least six games with winner having at least two more games than his opponent.

Match--two sets out of three for women; 4 out of 5 for men.

A tennis court is 78' by 36'. Alleys are 4½' wide. The net is 3' high in the middle.

#### Badminton

Badminton originated 2000 years ago. It was popular in China, India, and other eastern countries.

In Badminton, all the strokes must be volleys as the ball will not bounce.

Equipment: Shuttlecock or Bird. Badminton rackets, which are longer and slenderer than tennis rackets.

Kinds of strokes:



Lob as in tennis is a ball knocked high into the air.

Drop shot is the stroke used in serving the ball.

Drive is the stroke used in playing the ball.

There is not a chance much to smash the ball, as the net is higher than in tennis.

Again, as in tennis, there is both a singles and a Doubles game. The doubles court is 20' by 39'. The singles court is 44' by 17'.

### Golf

Equipment: Balls, Clubs; Driver, Brassie, and Wood.

Types of Greens:

Sand Greens: (1) Oiled sand; (2) Baked sand

Grass Greens: (1) Bent green; (2) Bermuda grass

Golf terms:

Fairway--mowed part

Rough--unmowed part

Hazards--sand, water, etc. to make stroke more difficult

Greens--part played on to end strokes

Tees--starting point for next green.

### Archery

Equipment: Bow, arrows, target, arm shield, glove or finger tabs.

Scoring:

If arrow hits and bounces off, it counts 5.

If it splits a line, it counts 2.

In case of tie, the winner is decided by the number of hits made.

Beginners shoot about 20 yards. Close left eye and aim with the right. The color feather always comes off the left side of bow.

### Bowling

Bowling is an indoor game played upon an alley with composition balls and ten maple pins. The modern alleys are built up of strips of pine or maple wood, about 1 x 3 inches in size. The width of the alley is 41 to 42 inches, and its whole length is 80 feet. From the head or apex pin to the foul-line, over which the player may not step in delivering the ball, is 60 feet. On each side of the alley is a 9-9½ inch gutter. It is about 3½ inches below the alley surface. Four pins at back, then three, then two, then one. The pin pit is 10 inches deep and 4 feet long. The back wall is heavily padded with a heavy, swinging cushion which hangs 2 feet 6 inches from pit edge of bed. The pins are made of hard maple and are 15 feet high, 2½ inches in diameter at their base, and 15 inches in circumference at the thickest point. Balls may be any size, not exceeding 27 inches in circumference and 16 pounds in weight. They are provided with holes for the thumb and middle finger.

If all ten pins are knocked down by the first ball the player makes a strike, which counts him ten plus whatever he may make with the two balls of the next frame. If all the pins are knocked down with two balls it is called a spare, and the player may add the pins made by the first ball of his second frame. A player must not allow any part of his foot to rest on the foul line during delivery of the ball.

### Horseshoe Pitching

Two or four players may participate. If there are four they play in teams of two with partners at opposite ends.



Distance between horseshoe stakes is about 30 feet for beginners. Each player has two horseshoes and they take turns pitching them. Stakes are 8 inches above the ground. A game consists of 50 points. A ringer counts 3 points. The nearest horseshoe gets 1 point and this is also counted if it is a ringer. No opponents are awarded for equidistant horseshoes of opponents. First play after first turn is given member of winning team at opposite stake.

### Deck Tennis

A net 4 feet, 9 inches is stretched above the middle of the court, which is 40 feet by 18 feet. Rope or rubber rings are used. Tennis rules are used, except that the ring must be served with an underhand throw, and it must be caught before it touches the ground. There is a neutral area of 3 feet on each side of the net which may not be entered by the players. Singles or doubles may be played.

Rules for other interesting and enjoyable dual sports such as shuffleboard, paddle tennis and aerial darts may be found in books listed in the bibliography.

### TOURNAMENT ORGANIZATION

Tournaments are held primarily to test the skills of the contestants. Other values such as cooperation with team mates, fair play, obedience to rules of the game, perseverance, and learning to "take" both victory and defeat are also tested, and an opportunity is given in tournament play to raise them to a higher level.

Types of tournaments which are usable for sports in a church program are ladder, round robin, elimination, handicap, and progressive tournaments and their variations. These are discussed here with the exception of the variations. They are described for individual players rather than teams, but are used by both.

#### Ladder Tournament

The students are divided into groups according to their ability. Each group is placed on a ladder and the players are allowed to challenge the player whose name is one or two above them to a match. If a player wins, he moves up the ladder into the place of the defeated opponent, who must descend to his place.

The purpose of the ladder tournament is to sort the players into ranking positions. The tournament is held during the entire season, and at the end each player should have played all the other players on the ladder once or twice. The best player will have climbed to the top rung and defended his position against the next ranked players.

#### Round Robin Tournament

If the number of students is small, a round robin is an excellent tournament to organize. Here each player is scheduled to play all other members of his group. The player winning the greatest number of matches is the winner of the tournament. If there are four students, each student plays three matches, and six matches will be played in all. If there are ten students, each student plays nine matches, and forty-five matches will be played in all.

The round robin match may consist of only four games,

and the players total all the games won rather than matches. Thus in a four-player tournament one player may win three games in his first match, two in the second, and four in the third. His score would be nine games. If no other player has won as many games, he is the winner.

#### Elimination Tournament

In the elimination tournament a defeated player is automatically barred from further competition. This is the most commonly used tournament where there are many participants. Numbers are drawn for places. These players' names are then placed on a sheet of paper in that order. If the number of contestants entered is a multiple of two there are no byes (which means that the player drawing that does not play that round). If there is an uneven number or a non-multiple of two number of entries, then subtract the number of entries from the next highest multiple of two. That gives the number of byes that must be given in the first round. These byes should as nearly as possible be evenly divided between players in the upper portion and players in the lower bracket. Very outstanding people usually are given these, or they may be drawn.

#### Handicap Tournament

With a small group of players with various abilities, the handicap tournament may be used. The organization may be ladder, round robin, or elimination. The poor players are given handicaps of a certain number of points. Thus a poor player matched against a good player starts each game



with one or two points in his favor. As a player's ability improves, his handicap is lowered or omitted altogether.

### Progressive Tournament

An informal tournament for an afternoon's amusement is the progressive tournament. The courts are marked 1, 2, 3, etc. and the object is to get to the head court (number 1) before the afternoon is over, and to stay there. Players draw for positions and play for a certain time period before changing courts. If the score is tied at the time of change, a toss decides the winner. Winners move up one court and losers stay, except at the head court, where losers must descend to the lowest court.

### Hobbies

It is, of course, impossible to make this section all inclusive. The aim has been, rather, to make the selection sufficiently representative to stimulate interest and further inquiry.

A hobby is not merely a way of using leisure time. It is a vital, necessary outlet of self-expression.

A couple of centuries ago the English had a word for a nag of a hardy Irish breed which was a favorite mount because it could be ridden over the land in all kinds of weather. They called it a "hobby". It was popular because it was at once enjoyable and serviceable and easy to ride.

Although all hobbies are not equally easy to ride, the choice is there--to be governed by tastes, pocketbooks, and moods. Hobbies go hand in hand with the chosen work; the further afield they go from the day's labors, the happier

most people feel.

Hobbies are not only self-chosen if they are to bring content, but they are also self-creating. They may lead toward professional work. They may lead the individual into social contacts or away from them, for the good of the hobby rider.

The leader should be one who is able to create a happy neighborly atmosphere so that the members will recommend the hobby to their friends, not only because of what they learn but also for the enjoyment received at the meeting.

Handcraft, collecting, and gardening are hobbies followed by many and shall be discussed in part here.

### Handcraft

Handcraft is an old and fascinating craft. It is equally interesting to men and women, boys and girls. The fundamentals are easily and quickly learned. Anyone with any slight sense of the artistic can accomplish much.

In taking up handcraft the best procedure is to start on a simple project, something attractive and useful yet easily and quickly made. The joy of accomplishment comes to everyone at the completion of a project. It brings satisfaction. Gradually more advanced work may be done.

There are different kinds of handcraft. These include bead work, leather craft, soap carving, and wood carving.

In leather craft such articles as coin purses, belts, key rings, book marks, billfolds, brief covers, book covers, and hand purses can be made. Certain tools are needed for this type of hobby. The investment at the start is not large, and more tools can be added as progression in the craft is made.



References are given in the bibliography for material on how leather craft is done and what tools are needed.

Bead work is done on looms. These looms may be made by hand or bought already made. Rings, bracelets, belts, slippers, purses, trimmings may be made very beautifully and easily from beads.

Soap sculpture is another fascinating hobby found in the crafts. For this bit of fun a large laundry size cake of Ivory soap is preferable. A small pen-knife or pocket-knife if the former is not to be had is used for the carving. The soap should be moist so that it will not crumble and will last. The figure to be carved out should be blocked out first with the outline of the figure being drawn on the soap with the pen knife. A sketch of the original should be in sight all of the time the actual carving is being done. Helpful references may be found in the bibliography. Hurrying should be avoided.

Wood carving contains the making of anything from wood. The building of airplanes, coaches, ships, toys, furniture, cars, and stage materials prove most satisfying to many individuals. Aid for this craft may be secured from books in the bibliography.

### Gardening

Gardening at once affords an opportunity for self-expression, a diversion, and being in the out-of-doors. Satisfaction comes from the activity itself and the fruits of the activity. Types of gardening include those which deal with vegetables, rocks, flowers, and shrubs. These may be

done ranging from a small scale to a very large scale.

References are given in the bibliography for those who care to have reading matter on gardening.

### Collecting

This hobby has probably the greatest following of all. The lure of collecting is as old as the human desire for possession. Its field is as wide as the world of human interests. Collecting can give pleasure, refine one's taste, be a psychological outlet, and be a study of human nature in its many forms. Collecting can give knowledge and a chance to explore fields unknown before by the individual doing it.

There are many kinds of collectors. The persons who collect eccentric things are in the minority. Stamp collecting leads with antique collecting next. Other collections are composed of etchings, paintings, autographs, books, and coins. These are as expensive as the pocketbook of the collector allows. Some, although costing the collector over a long period of time quite a sum, can be sold to various institutions for large amounts of money. Some collections lead their collectors to continue the hobby as a life's work.

Helpful references may be found in the bibliography.

Hobby exhibits have been found to be extremely helpful in getting people interested in hobbies. They are entertaining and educational. They serve as an incentive for continuation of a hobby.

### PICNICS, HIKES, AND OUTINGS

These activities under the proper supervision and conditions have great value socially, mentally, and physically.

They provide a happy, joyous, healthful recreation out-of-doors. They stimulate the participants to thinking of the Creator of all their surroundings. They lend themselves to nature study.

### Picnics

Picnics are here divided into the following three types of activity: tag games, relay races, games of low organization and games of high organization. All of these are highly enjoyable at picnic time.

### Tag Games

Caruso Tag: player is safe when he sings at the top of his lungs.

Shoulder Tag: "It" must clasp his hands behind him and tag with his shoulder only.

Encircling Tag: Three players are "It" and run with arms linked. To catch anyone they must encircle him. The one caught hooks on to the right end of the line and the one on the left end is no longer "It", but goes free.

Injury Tag: "It" tags player who becomes "It" and must keep his left hand on the place on which he was tagged until he in turn taps someone else.

Handicap Tag: Player is safe when he holds the ankle of some one else or some one clutches his ankle.

Back to Back Tag: Player is safe when he stands with his back to another player.

Animal Tag: Player is safe when he flops down on all fours.

Lie Down Tag: Player is safe when he lies down on his

back with arms and legs stretched up in the air.

Allah! Player is safe when his forehead is touching the ground.

Line Tag: The group is divided into two equal lines and are placed at diagonal corners of a square. Each person places his hands on the shoulders of the one in front of him. At a signal the lines begin to run around the four corners of the square. The leader of each line attempts to touch the last one of the other line.

Toad Tag: All players including "It" are required to hippity hop.

Hiding Tag: "It" hides and the player who finds him gives out the alarm. "It" then dashes out and tries to tag one of the players, who then becomes "It".

Object Tag: "It" carries something awkward in his left hand. The one tagged becomes "It" and must carry the awkward object.

Impediment Tag: "It" must carry a bean bag on his head.

Sunny Day Tag: Player is safe in the shadow of another player.

Contortion Tag: Player is safe when holding his nose and toe.

Slow Tag: No running is allowed.

Backward Movement Tag: All movement must be made backward.

Head Tag: Players keep their hands stretched out in back of them while running. It tries to slap a hand.

"Daily Dozen" Tag: Player is safe when touching the ground without bending his knees.

Sit Down Tag: Player is safe when sitting on the grounds



with arms folded.

Wooden Object Tag: Player is safe when touching wood.

Sleepy Tag: Players must walk on tiptoe between home lines.

Tire Tag: "It" is given an old automobile tire which he rolls toward the other players. The one hit becomes "It".

Low down Tag: "It" is allowed to tag feet only.

Ball Tag: "It" carries a knotted handkerchief and throws it at the players. The one hit becomes "It".

Intruder Tag: "It" chases a player and another player runs between "It" and the one he is chasing. "It" must then start chasing the intruder.

Group Tag: As soon as "It" tags a player, that player takes "It's" hand and they go out tagging together, and so on until all have been tagged.

### Relay Races

Relay races are highly enjoyable. Care must be taken to see that all participants abide by the rules (but not to the point of boredom) and that each group is evenly divided as to numbers and abilities of players. Winners of each relay should be announced clearly after each race, which means that the recreational leader must catch who the winner is.

Relays may be run as races between individuals of the group, as couples, small groups, or the entire group against other similar groupings.

These races may be races of various kinds of movement such as walking, running, leaping, hopping, skipping and jumping, or they may be combinations of these. Equipment may be an added factor. If so, the leader should have it



present.

### Block Relay

Three circles are drawn in front of each line. The first circle is about 10 feet from starting lines, second circle about 5 feet on from the first, and the third 5 feet on from the second circle. Ten feet from the last circle a base line is drawn. A stone is placed in each circle. At a given signal the leader from each group runs to first circle, picks up the stone, on to second and third and then to the base line, where he deposits the three stones picked up and then runs back to the second person in line, who runs to base line, picks up the stone, depositing one in the center of each circle, and back to third one in line, etc. The winner is the group whose last player comes in first.

### Leap Frog Relay

All except the last player in line bend over and catch hold of their ankles. The last player at a given signal leaps over everyone in line. The person who stood just in front of him starts as soon as he has been leaped over by the one in back of him. The winning group is the one that has its group in the beginning line-up completed first.

### Back to Back Circle Relay

Each team sits down as closely together as possible with their backs together. At a given signal one player gets up, runs around his group, back to his own place, and sits down. The second player then rises and runs and so on until all have run. The winning group is the one whose members finish this activity first.

### Stick Push Relay

At a given signal the first person in each line pushes with his foot the crooked stick placed in front of him up and around a certain object on the goal line and back to the next player. The first group to finish is the winner.

### Friendly Relay

The first two players in each line join hands at a given signal and run to the goal line, where Number 1 stays while Number 2 runs back for Number 3. Number 2 stays as Number 3 goes back, etc. The winning team is that group which first gets all its team members to the goal line.

### Store Relay

Each group is given a ball of cord. At a given signal the first player passes on the ball hold of the end of the cord. Each player passes the ball on but holding onto the cord. It is passed down the line in front and back up the line in back. The winning group is the one which ties itself in a "store bought package" first.

### Object Relay

The leader names a particular object in view. The teams run to that object and back. The first line back in position wins.

### Tunnel Relay

Players stand in line with legs apart. Last number of each line crawls through up to the front of the line. Each player in turn does this until all are in original places in the line. The first one through wins.

### Obstacle Relay

Each team is given a stick about 4 feet long, as smooth

as possible. At a given signal number 1 and 2 draw the stick back under the feet of all the players. The first person stays at the end of the line, while number 2 and 3 continue, and so on. The winning group is the one which returns the stick to the number 1 player first.

### Games of Low Organization

These games are more highly organized than relay races, yet they are comparatively simple. Directions for these should be simple and short. Demonstrations may be given to facilitate learning of them. Get the groups into formation, then give directions.

#### Dodge Ball

Players are divided into two equal groups. A circle large enough to accommodate 1 moving group is marked clearly on the group. One group stands inside and the other outside. A basketball or volley ball is handed the group on the outside of the circle who attempts to hit the players on the inside. Anyone inside the circle hit below the hips leaves the circle. Outside players are not allowed inside the circle except to recover a ball. After a limited time the groups change places. The same time element is kept to see who has the greater number of players left in the circle and who is thus the winner.

#### Flying Dutchman

Everyone joins hands in the circle except two. These two walk around the circle, tag the joined hands of two other players and race them around the circle to see who can get back to the empty space first. Teams run in opposite directions. Hands must remain joined during the race.

### Stride Ball

Players stand facing the center of the circle with feet apart, each foot touching a neighbor's foot. A ball is rolled about inside the circle, players attempting to roll it between the foot of another player. When the ball does roll between the feet of a player, he drops out. Hands are used to keep the ball from rolling through, but knees or stooping is not allowed. About three players is the smallest number that can be left in the circle.

### Pom Pom Pull Away

Two lines with about 30 feet between them are made. All players but one are behind one of these lines. "It" stands out in the middle and calls:

"Pom, pom, pull away!  
If you don't come, I'll pull you away!"

At this signal all the players run across the open space to the other line. "It" tries to catch as many as possible. All caught become catchers. "It" continues to do the calling. When all are caught, to start a new game the first one tagged becomes "It".

### Stealing Sticks

The playing field is divided into two parts by a clearly marked line. In back of each side near the center are placed 5 sticks together. In one corner a four foot square is marked off. This is the prison. The two teams are scattered out over their own side. The object of the game is to get all of the opponents sticks without losing any of its own players, or sticks. If a player is caught he must go to prison in the enemy's territory. He may be released if one of his own team



members can touch his hand without being caught. If a player can get to the sticks and pick up one he is safe and may go back unmolested. The team wins which first gets all of the opponents' sticks and has all of its members safe on its side.

#### Crows and Cranes

Two teams are about 3 feet apart. A goal line is drawn for each team about 30 feet behind them. One team is called crows; the other, cranes. The leader calls the name of one team. This team turns and runs back to its goal line, attempting to reach it before being caught. Players caught must go to the other side. The team wins which has the largest number of players at a certain time.

#### Streets and Alleys

All but two players stand in several parallel lines with four or more in each. These lines should be far enough apart that players can just join hands either way. The two players are called cop, the one chasing, and robber, the one being chased. When the lines face or have their backs to the leader they are called streets. When they are at right angles to the leader they are called alleys. The two run up and down the streets and alleys until the robber is caught. The leader calls for either streets or alleys to make the chase the more complicated. Breaking through or running under joined hands are not allowed. When the robber is caught, he and the cop are allowed to choose the next two.

#### Snatch the Handkerchief

Two teams face each other across an open space of about 15 feet. Each player in each line is given a number, numbering beginning from opposite ends of the line. A handkerchief



is placed on the ground between the two groups. The leader calls a number. Both people with that number run out to snatch the handkerchief and run back to his own side before being tagged. If he accomplishes this he gets 2 points for his team. If he is tagged the other side gets 1 point.

### Run Sheep Run

In this game there are two groups, each with a captain. One group goes out and hides. The captain comes back in to the other group, which then as a unit goes out to hunt the hiding group. The captain of group 1 calls signals for moving of his group by the code agreed upon so that they will not be seen. If seen by a member of the other group the captain of group 2 calls Run Sheep Run and all must run back to the starting place. If group 1 maneuvers so that it is close to the starting place its captain calls Run Sheep Run and all must run back. The first complete team back may hide out the next time.

### Games of High Organization

For rules and examples of these see section on Organized Sports.

### Hikes

This term suggests a joyous leisurely tramp through Nature's wonders, and the activity should be not a dull moment. The kind of shoes worn often determines how much fun the wearer can have.

There are different kinds of hikes, and if the group is fond of hikes it would be well to vary the kind. Some suggestions are historic hikes, treasure hunts, nature study hikes,

and book hikes.

Helpful references are to be found in the bibliography.

### Outings

Outings in this particular booklet have reference to those recreational activities which involve taking equipment and staying out in the open for the night or nights. It is often called camping. It includes both picnicking and hiking to some extent usually. Fires are built and cooking is done in the open. Often such activities as fishing and swimming are additional recreational activities.

Detailed material is found in books in the bibliography.

### VISUAL EDUCATION

In visual education is found one of the most efficient aids to bring vividness and concreteness to the mind. Its results are more definite, gained in much less time, and are more lasting than many educational aids.

Visual education is still a comparatively new thing in church programs. The film has come from the entertainment world and has brought with it many handicaps and limitations. One of its dangers is the confusion of entertainment and careful education. The motion picture, used correctly, greatly enriches life by bringing scenes from every corner of the globe. They stimulate thinking.

Detailed material may be found in the books listed in the bibliography.

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